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JANUARY '91  
No. 110

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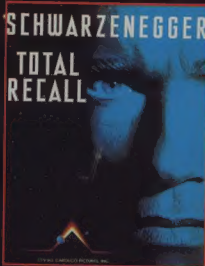




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NARC. The arcade action thriller with the BIG liver, infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

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Then there's the gas guzzling Cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing blood.

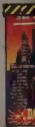


It's not all bad! You've got a chopper to back you up, a chrome, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin? Did I say he was Mr. Big? No, he's

**MR BIG!**

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ATARI ST · CBN AMIGA**





# CONTENT

## NEWS

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Two ultra-exclusives this month - we get a hands-on look at both the portable PC Engine, the Turbo Express, and what is probably the most awaited console in years - the Nintendo 16 bit Super Famicom! Not to mention some rather flash new add-ons for the Game Boy, as well as some shock news on the Atari Lynx! AIEE!

## PLAYMASTERS

29

Well, slap me with a reindeer, seven (yes, S-E-V-E-N!) pages of seasonal Christmas cheats, POKES, tips and hints, including Santa-national official player's guides to Ivan Stewart's Off Road Racer and Simulcra, courtesy of the programmers at Grafikgold!

## LOADSA LYNX LAFFS!

136

If you're a bit keen on finding out what's new on Atari's portable baby, check out this - a whole batch of new releases! Wowzers!

## THE GOLDEN JOYSTICKS!

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## ARCADE ACTION

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Jaz goes to videoland, and throws more than a few coins into Atari's two new biggies - Race Drivin', the sequel to Hard Drivin', and Pit Fighter, a beat 'em up with digitised graphics and sound!



MANAGING EDITOR: Julian Rignall ASSOCIATE EDITOR: Paul Giancesy ART EDITOR: Andrea Walker STAFF WRITERS: Richard Leadbetter, Robert Swan AD MANAGER: Nigel Taylor DEP AD MANAGER: Martha Moloughney SALES EXEC: Alan Dykes PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor COVER ARTIST: Jerry Paris TURTLE MOVIE PIC: courtesy and (C) MCMXC of New Line Cinema Corporation, all rights reserved.

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MANAGING EDITOR: JULIAN RIGNALL

It's been "all systems go" for the dynamo just this month what with editing Mean Machines, seeing his Stick Knight pinball that he got for Christmas last year, and still finding time to come second in the office John Madden's Football leagues.



# CHRIMBO COMPOS!

## WIN A MEGADRIVE!

Not one, not three, but two (count 'em) sparkling, sexy new Megadrives PLUS a copy of E-SWAT are up for grabs, courtesy of those amazoid people at US Gold!

## RED-HOT-LINES

Grab yourself a slice of consolemania, by sticking your finger in the dial and giving the C+VG Hotlines a buzz, plenty quick!

## WIN A PINBALL MACHINE!

C+VG, in conjunction with Imageworks, bring you the chance to win a brilliant Back to the Future pinball table or a video recorder! Ker-kyey!

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Calamity, disaster and more than a few surprises! Away to Sheffield we go, home of Gremlin Graphics, where one intrepid C+VG reader took on the might of the Gremlin boys and a particularly mad staff writer...PLUS! An exclusive peek into what Gremlin have planned for 1991!



## PREVIEWS

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'VROOM!' We take an exclusive early look at what could be the big smash of '91 - the conversions of Sega's Super Monaco GP, courtesy of US Gold! We also take a look at MIG 29 from Domark, Chip's Challenge and Shadow Dancer from US Gold, and some natty new Megadrive stuff!

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ASSOCIATE EDITOR: PAUL "DAREDEVIL" GLANCEY  
This month, Paul visited Paris where he was unceremoniously bundled into the back of a delivery van and tormented with snails in garlic before being away on a Diet Air night back to the busy C+VG offices.



STAFF WRITER: RICHARD "SOMETHING" LEADBETTER  
Rich enjoys this time of year for one reason - colossal amounts of yummy festive fuck are always laid on at his house. When he's not eating, he's probably watching 'The Wizard of Oz' or snuffing his furry thing in the new Christmas number one.



STAFF WRITER: ROBERT "AWOL" SWAN  
Rob's had a fun month, what with moving house, and shaving what remained of his beard off, but our resident manic metalhead's still had enough time to crave more than his fair share of madcap anarchy around the office.

# TS



# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

### PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

### 85+

A C+VG HIT! An outstanding game that shouldn't be missed.

### 70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

### 55-69

Average to fairly good. Could still appeal to fans of the genre.

### 40-55

Below average to average. Generally a disappointment.

### 15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

### 14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

## THE REVIEWERS

### PAUL GLANCEY

C+VG's resident brainbox, who enjoys games that require the use of the little grey cells.

### RICHARD

### LEADBETTER

A violence-crazed maniac (sort of) - beat 'em ups and shoot 'em ups are his bag.

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of) - beat 'em ups and shoot 'em ups are his bag.

### MATT REGAN

C+VG's strategy dude, who has always got his nose in an RPG, adventure, or simulation.

### ROBERT SWAN

A bit of an odd 'un is Rob. Shoot 'em ups and platform games are a turn-on, but Sims REALLY get him going!

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## C+VG HIT! REVIEWS

### KNIGHTS OF THE SKY

MicroProse's new WWI Hun-basher hits the PC, and what a corker it is!

### PRINCE OF PERSIA

Cracking Amiga platform action from Dornier!

### GOLDEN AXE

Virgin's conversion of Sega's brilliant 'n' slash coin-op hits the ST, and gets a HIT!

### PAPERBOY

The Atari coin-op smash hits the Sega Master System courtesy of US Gold, and it's flippin' great!

### GAUNTLET

Another US Gold smash, and it's possibly the best game for the Sega yet!

### INDIANA JONES 3

Crispel! Another US Gold Master System game grabs a HIT!

### COVERT ACTION

It's a case of the Spy who Loved PC, with MicroProse's great new espionage thriller!

### LINE OF FIRE

Machine gun mayhem and massacring with US Gold's top-notch Amiga conversion!

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### MASTERBLAZER

99 No no no, Rainbow Arts' blast from the past isn't called MasterBlaster (Andrea, you're fired - Ed), but it still gets a C+VG hit!

### E-SWAT

16 Law enforcement, RoboCop style, with US Gold's corking new conversion!

### SPEEDBALL 2

56 Violence in abundance on your ST, with the return of Image-works' future action!

### TOYOTA CELICA GT RALLY

61 Rally driving at its hottest, with Gremlin's flash new 16 bit racer!

### EXTREME

62 Mega-colour Speccy blasting action, courtesy of Digital Integration!

### NARC

64 Drug-busting mega-violence, with Ocean's Amiga and C64 coin-op conversions!

### JOHN MADDEN'S FOOTBALL


70 Electronic Arts brings you gob-smacking 3D American Football action on the Megadrive!

### TEENAGE MUTANT HERO TURTLES

80 Speccy and Amstrad reptilian ninjitsu platform action is here at last, courtesy of Image-works!



# MIGHTY BOMB JACK™

The character Mighty Bomb Jack is depicted from the chest up, wearing a metallic, horned helmet and a blue shirt. He is holding a large red bomb with a lit fuse in his right hand. Bright sparks are emanating from the bomb's base. The background is dark with some light effects.

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elite



# NEWS

# A REALLY S

After three long years of waiting, Nintendo has finally released their 16 bit Super Famicom. With all the rumours flying around that this would be the console to end all consoles, Robert Swan took a good, hard look at what could really be the future of computer entertainment...



## LOOK AT THE SIZE OF THAT THING

Or rather, the lack of it. The first thing you really notice about the Famicom is its size, a sleek compact grey unit measuring 200mm x 240mm x 60mm, with a cartridge slot, a power switch, a cartridge eject button, and a reset switch. At the heart of the beast lies a 16 bit processor, with a number of other video and audio chips (the latter using both digital and PCM sound). The graphics chip provides a maximum resolution of 2048x256 pixels and can display 32,768 colours! Other details are limited at the moment, due to the fact that Nintendo are a little hesitant to give their secrets away, but we know for a fact that there are several hard-ware chips in there to do special things like rotate the screen and flip and zoom sprites.

The controls pads are quite innovative, too, with four coloured fire buttons on the pads surface, but as well as that, there are "left" and "right" steering buttons on the top of the pad! These are very comfortable to hold, and although the usual "finger cramp" sets in after a while, it doesn't hit too hard, and doesn't cause too much discomfort.



## YOU CAN'T KEEP A GOOD PLUMBER DOWN...

That Mario bloke's back again - this time in Super Mario World. If you thought the other three Mario adventures were good, you'd better prepare yourself - this one smashes all three into oblivion!

Taking a similar style of play, SM4 contains the most amazing graphics - the amount of colour and the minute detailing on the sprites is just stunning (take a look at the pics if you don't believe us)! The visual gags are still there



# SUPER FAMICOM



in abundance - at certain stages, Mario or Luigi can climb on a dinosaur, which likes to eat nasties, then spit them out as fireballs!

The sound is just as exquisite, with jolly bouncy tunes, the most fantastic sampled piano we've ever heard, and the echo of every sound when you're underground! And the most incredible thing about it all, is that SM4 actually comes free with the machine!

## GAMES ON THE WAY...

The only other game available at the moment is F-Zero, a hell-for-leather 3D road racing game, which places you at the controls of a nippy airskimmer.

Audio-visually, there's nothing to touch this on any machine at the moment,



and it's as playable as heck, too!

To come in the not-too-distant future, there's Super Ghouls and Ghosts (a rezzed-up version of the Capcom coin-op), R-Type II (which looks particularly flashy), Gradius III, Final Fight, Bombuzal and Populous (yep, it had to get in there somewhere). If the first two games are anything to go by, these others should be little short of spectacular when they finally arrive.

## HOW MUCH??!

In Japan the Super Famicom sells at the equivalent of just over £100, but some grey importers will be selling it for between £350-400 mark - a hefty mark-up you may think, and almost as bad as the Neo Geo (though at least the games will be cheaper - between about £35 and £40).

Importers say that the reason for the vast price tag is the fact that Japanese stocks sold out almost instantaneously, and units are in such short supply that they are being

charged £300 cost price. After Christmas, when more stocks become available they hope to be able to bring the price down to about £200.

Traditionally, Nintendo release their machines in Japan first, then America, and only when the machines are well-established there are they launched in Europe. The Super Famicom's US release date is to be late in '91, so the day we Brits are able to pop into Dixons and pick up an official machine looks to be a long way off.

## THE VERDICT

Okay, so there's been a long wait for the Super Famicom, but now it's really here, and the verdict is that it's definitely been worth the wait - it's simply the best home entertainment machine we've seen yet. If this new console gets even half of the support the NES received, this could be the console of the future. Keep reading C+VG for up-to-the-minute news and reviews - as soon as the new games appear, you'll be the first to know about them.



# THE ULTIMATE

# Ride

## Open up the throttle for 'The Ultimate Ride'

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# NEWS

## EXPRESS YOURSELF

There's a new handheld in town - a cool, mean stranger called the Turbo Express, and this little baby could well be the one to clean up in the handheld war - blowing away both the Lynx and Game Gear. Why? Well, mention the fact that the Turbo Express is completely compatible with the vast range of PC Engine cards available, and you've got to admit that it's already got a head start.

## TURBO POWER

The Turbo Express is basically an American PC Engine (the Turbo Grafx 16) squeezed into a case roughly 180mm x 100mm x 45mm. There's a three-inch colour LCD screen mounted at the top of the case, and a speaker and a stereo headphone jack built in to give the player the full benefit of its six channel sound chip.

Inside the Turbo Express is a customised 6802 processor running at 7MHz (that's about seven times faster than the Commodore 64GS games console), backed up by impressive custom graphics chips. Anyone who has seen an ordinary PC Engine in action will know that this combination of computing hardware is capable of great things.

## TURBOVISION

One of the most important features of any portable console must be the screen. The Turbo Express display measures just over three inches across, but since all of the games it runs were designed for use on a normal TV or monitor, there is a strong danger that sprites and text would be indistinct on such a tiny screen. We tested out the machine with Dungeon Explorer and the results weren't very impressive.

Although text can be read with effort, if you are going to be using the Turbo Express for any length of time it's more than likely that you'll soon be suffering from severe eye strain. The screen also has an annoying tendency to blur at the most inopportune times and the effects are definitely felt in scrolling games such as Tennis.

## TURBO COMPATIBILITY

The version of the console we tested was the American Turbo Express model, and just like the JS Turbo Grafx 16, the system is completely incompatible with the Japanese PC Engine system. However, a Japanese version of the console (which is compatible with imported Engine gear, is going to be released very soon in Japan) and will be the version that the importers will bring into the country.



## EXPRESS RELEASE?

NEC have postponed a plan to release the PC Engine and its related hardware in Europe, at least for the foreseeable future, but Activision from Digital Entertainment, have signed up the rights to market Turbo Grafx gear in Europe, including the Turbo Express. The equipment they plan to release is converted JS systems so don't expect to be able to run imported Japanese gear. Digital Entertainment expect to release the Turbo Express by the first quarter of next year.

## TURBO CHARGE

In the USA, NEC are selling the Turbo Express for \$249, but if an imported model makes it, our shores expect to pay well over their hundred sovs. When you can get a technically superior (and often a little better) Lynx for £130, the Turbo Express seems a little bit over-priced.

## THE VERDICT

Unfortunately, the NEC Turbo Express is a little more than we were hoping for, mainly because of the rather awkward screen. Also, if you thought the battery life of the Atari Lynx was a bit of a downer, you'll find that the Turbo Express is no better. Six AA size batteries are needed to power the beast, and they only last for three hours maximum.

The massive range of software available now makes the Turbo Express initially very alluring. However, at this price, you'd be far better off buying a spanking new Megadrive for use as a home, and keep the left over change for a nice Gameboy for your portable gaming enjoyment.



## EXPRESS EXTRAS

Just like the Lynx and the Gameboy, the Turbo Express has the ability to link up with other machines. The Connect, as it is known, enables two Turbo Expresses to link up and enjoy simultaneous two player games.

There is also an optional TV tuner that can be attached to the Turbo Express to make it into a truly portable colour television. If you like the US The American tuner is especially designed to work only with American NTSC television systems and is therefore useless in most European countries.



# NEWS

## BUONGIORNO ITALIA!

Just a small note to let our Italian readers know that C+VG is now being translated into Italian for sale over there. The first issue of Computer e Video Giochi should be out in the shops as you read this.



## TETRIS IN THE DARK!

Here's something to allow you Game Boy owners to splash your Christmas molash on an illuminating device which lets you play your Game Boy in the dark.

The two units displayed here are the Game Light and the Light Boy which are available at £10.00 and £25.00 respectively from PC Engine Supplies 0782 742759.

For an extra 15 quid, the Light Boy owner gets a flipdown lens which clips over the Game Boy screen and magnifies the picture.



something of a lamp (even if especially with the light on).

The Game Light is a so on effective add on, but it comes with the lens and whereas the Light Boy uses only two AA batteries, this one takes four. It's a so a bit of a fingeraxe buster when it comes to attaching and detaching the Game Boy.

PC Engine Supplies are also stocking up on two types of Game Boy carrying case, a hard and soft one, as well as carrying cases for Maximon and the Game Boy.

## MORE FOOTY FROLICS

It seems the computer punter's appetite for football games is never satisfied. It's not Kick Off supplement disks it's Entertainment International's new Gazza game. Now John Barnes, Liverpool and England ace (so much for the World Cup - ha - Rob) has now been signed up by Kick Off (they of Manchester United fame) for John Barnes. The Computer Game, which will be seeing the light of day in September of 1991.



## BLASTS FROM THE PAST

Infocom is a name that will be familiar to adventurers, and their best titles, the slightly risqué Leather Goddesses of Phobos, Zork, Wishbringer, Planetfall, and the totally brilliant Hitchhiker's Guide to the Galaxy have just been rereleased by Virgin Games at the measly price of £9.99! If you like a good brain-measer, you can also better than these, so if you're the adventuring sort, get down to your local softshop and grab 'em quick.

## LYNX DOWN TO £130!

Yep, Atari have slashed the price of their hand held colour games machine, the Lynx, by a whopping great £50! A surprising move, seeing as Atari were adamant that the price of the Lynx would remain constant. Now with new machines coming out of the cupboard left, right and centre, this could be the start of something big for the Lynx, a machine which has a big future if the quality of the latest Lynx stuff (reviewed on pages 136 and 137) is anything to go by!



## CARTOON TIME!

Ever fancied being an award-winning animator? Well, the awards they can't promise, but Disney's are just about to launch Disney Animator Studio on the Amiga. Anyone who's used Deluxe Paint will be familiar with the program's drawing procedures, but it also lets you use real animation techniques such as interweaving and motion skinning to produce some stunning results, as long as you're a bit arty in the first place! After that, you can even add soundtracks to complete your movie. The package weighs in at a hefty £99.99, but if cartoons are your thing, this is definitely worth looking up.





# Hard Drivin' II

## DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection - guaranteed to leave the opposition standing.

*Hard Drivin' II* is faster, meaner and even better looking than the award winning original.

**Hard Drivin' II - Drive Harder!**



Available on Amiga, Atari ST, IBM PC 3.5 & 5.25

Programmed by Jürgen Friedrich

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**TENGEN**  
The Name In Color-Op Computer Games

**DOMARK**



# This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new Amiga 500. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software. Battle Chess, Populous, Sim City and The Finest Hour, the incredibly realistic Battle of Britain simulation.

Then in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to

your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the Amiga 500, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world of



graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's - First Steps' pack expanded to 1 full Megabyte of RAM and including a whole range of educational software, Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of the





90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie. Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64 undoubtedly the world's favourite games computer. If brain stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64  
Mindbenders and  
Night Moves £159.99



the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose - having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Kix, International Soccer, Flimbo's Quest and

Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 0181 606 1111 for details or send the freepost coupon below.



The Commodore 64 Games  
System £99.99\*

\* prices are inclusive of VAT. \*Monitor not included.

How much fun can you have in your...

To find out, please complete your details and send them to Commodore, Freepost 38, London W1F 6PA.

Name

Address

Postcode

Telephone

**Commodore**



# ESWAT

BY US GOLD

Cyber City is in the grip of a terrorist reign of terror. Criminals and convicts alike infest the city, robbing, pillaging and generally causing a lot of destruction and mayhem. Of course, at times like this you'd expect the police to be doing something about this unholy reign of terror, but the immense nature of the crime wave has caught the Old Bill off guard. So, it's a good thing that the ESWAT team of Cyber Police experts are at hand to clear up the mess with their robotic armoured suits and mega-death machine guns.

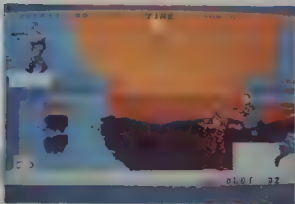
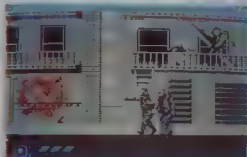
Enter the player, tired of life as a hard bitten SWAT cop on the streets and who desperately wants to kick some criminal butt with the ESWAT (Enhanced Special Weapons and Tactics) arsenal. In order to join the elite team, the player must first bust three or four bosses before joining up with ESWAT and then really getting to work.

The gameplay is spread across fifteen eight-way scrolling levels and the objectives

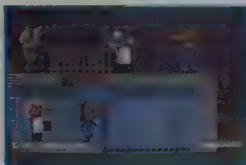
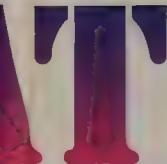
remainably simple. Our cop hero must blaze his way through the streets blasting any one who gets in his way, collecting extra ammo along the way. If he runs out of bullets, our hero-gladiator relies on his kate skills in order to dispose of the felons. During his travels through the streets it's more than likely that our hero will meet up with some more crime bosses. These cunning cons

require a lot more than a couple of bullets to destroy and round after round must be pounded into them before they shuffle off their mortal coil.

But beware, most of these guys have a special trick in store for our hero. Some bosses have taken hostages that must not be harmed and others have armed themselves up with terrifying ESWAT-style armour.







## UPDATE

Creative Materials are currently putting the finishing touches to the ST and Spectrum versions of ESWAT, and all are looking pretty good. Expect all versions before Christmas, priced at £10.99 for the Spectrum versions and £19.99 for the ST game. A Sega Master System version of the game is reviewed in this very ish (on page 116) and the fabby Megadrive version has been out for ages and comes highly recommended.

## AMIGA £24.99

The idea of blowing criminals away with a variety of heavy duty weaponry is as old as the hills (if not older still), but US Gold's conversion of ESWAT manages to reach the parts that others can't reach. Perhaps it's the addictive gameplay that makes it a winner - the different levels are varied enough to sustain interest and there's always a compulsion to see the next. The graphics are fine. Some of the backdrops seem a bit ropey, but the sprites are large and extremely well-animated. The sound is fabulous. Creative Materials (the programmers) have managed to cram in some of the coin-op's speech as well as a multitude of great effects - 'Let's party!' scream are heroes as he jumps into action. ESWAT is a great game that is very satisfying to play - make no delay go for it!

**RICHARD  
LEADBETTER**

## C64 £10.99

The graphics are slightly blocky, but all the levels and most importantly, all of the playability remain in this excellent conversion.

**OVERALL 88%**

## AMSTRAD £10.99

One of the best conversions we've seen on the Amstrad with all the playability of the other 8-bit versions. Well deserving of your hard-earned dough.

**OVERALL 88%**

GRAPHICS	85%
SOUND	92%
VALUE	87%
PLAYABILITY	89%
<b>OVERALL</b>	<b>88%</b>



# COP THIS!

OF COURSE YOU'VE GOT TO HAVE A POLICE VIDEO GAME IN YOUR COLLECTION. BUT WHICH ONE? HERE'S A HANDFUL OF THE BEST



...and the game is a lot more fun than you might think. It's a great game for a police officer or a fan of the genre.

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## HELL GUY: A MEGADRIVE WITH ESWAT

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THIS CHRISTMAS  
**Remember**

S Y S T E M 3



NINJA  
*Remix*

16



£24.99



# C+VG HOTLINES

## WIN A MEGADRIVE

**0898 334 150**

Corl A super-swish Sega Megadrive could well be YOURS for the taking. We've got one such wonder machine to give away so make no delay - dial today! We'll even throw in a copy of the stunning John Madden's American Football to start the collection!

## WIN A GAMEBOY

**0898 555 538**

Small but perfectly formed, the Game-boy has sold over 11 million units world-wide! You could become one of the masses of satisfied owners just by picking up that 'phone and dialing for all your worth! Get to it - NOW!

## WIN A PC ENGINE

**0898 555 539**

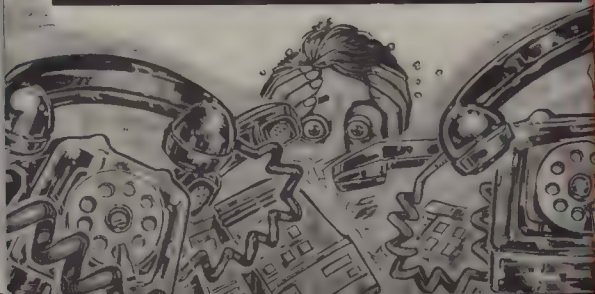
Yowzers! At great expense, C+VG have got their grubby mitts on a brand new PC Engine - and it could be yours! All you have to do is pick up that 'phone, answer four ludicrously simple questions and Bob could well be your uncle. Who knows?

## WIN A LYNX

**0898 555 537**

Strike a light!! At a hundred and thirty sovs, the Lynx is something of a luxury item, but it could be you that gets one free of charge if you enter this fabbo C+VG compo! Get to that 'phone and dial, dial, dial! We'll be waiting for your call!

**IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.**







# S T D R A C O N



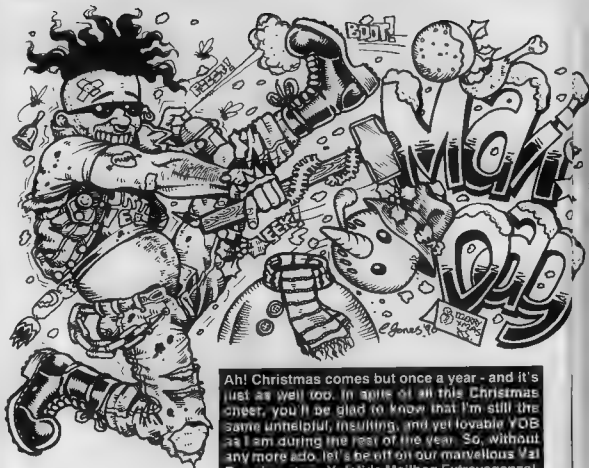
Incorporates  
Unique Dynamic  
Lander System



THE  
ST  
DRACON  
SYSTEM

Phantom's secret mission of the ages, as a pilot, you  
will encounter the most powerful and deadly  
in the world of dragons. In the game, you will  
challenge the might of the dragon.





Ah! Christmas comes but once a year - and it's just as well too. In spite of all this Christmas cheer, you'll be glad to know that I'm still the same unhelpful, insulting, and yet lovable YOB as I am during the rest of the year. So, without any more ado, let's be off on our marvellous Val Doonican-type Yuletide Mailbag Extravaganza!

## MUSICAL YOUTH

Dear YOB

Hello my hard friend, how you doing? You asked for top five of music on the computer, well here are mine for the C64

- 1 Loading tune: Central Park, Last Ninja 2
  - 2 Vendetta completion tune
  - 3 Microprose Soccer
  - 4 Miami Vice
  - 5 Rainbow Islands
- Andrew Ruczenzyn, Dinnington, Sheffield

Dear YOB,

In last month's mag, you asked for a top ten of computer generated music, so here goes

- 1 Sanxion loading music
- 2 Knuckle Busters in-game music

3. Wizball, hi-score music
- 4 Rambo
- 5 ~~\_\_\_\_\_~~
- 6 Mega Apocalypse
- 7 IK
- 8 Game Over title screen music
- 9 Terra Cresta in-game music
- 10 Cybermold

I would also like to say, while the Maniacs of Noise are the best musicians around at the moment, no-one has ever been up to the standard of Rob Hubbard and Martin Galway - they could make the C64 sound like nothing else and I wish they would come back

Someone with an awful signature. Somewhere.  
PS Sorry about the handwriting

MC YOB: Those sound like a couple of valid hit-lists.

but I still think Delta has the best C64 music ever. Anyone else got a list of favourites for some other computers or consoles? For example, does anyone remember the music on that ancient Spectrum budget game, Agent X7? Now that was really something! And how about City Hunter on the PC Engine or Vermilion on the Megadrive? Rainbow Arts' musician, Chris Huelsbeck, is good, and so is Matt Furniss (who produced the tunes for Do-mark's Badlands and Spy Who Loved Me), but nothing gets me boogin' better than the music on Software Creations' stuff (written by Tim and Ian Follin I think). All this talk of music reminds me of when people used to write in to mags saying they turned down

the game music and put on their own fave records while playing. Does anyone still do that or have computer music standards improved so much that no-one feels the need to any more? Let's know, eh?

## MASTER YODA, YOU CAN'T DIE!

Dear Yob,  
Christmas is coming and the geese are getting fat, please put an Amiga down my Y-fronts or I'll kick your face in. Yo ho ho and a bottle of Alexov!  
It's that bloody festive time again, time for swearing at grannies for knitting you an-



other jumper and time for telling carolers to p\*\*\* off! Now, to the point of this little message. Where are TAC, namely Darth Vader and Yoda? I had hoped for a Christmas greeting from them, after all, it's been nearly a year since their last effort.

So, if by some reason they have been committed to the nearest asylum (and I wouldn't be surprised) me and the posse are prepared to bust them out!

Well, see you for now!  
Darth Vader and Yoda Appreciation Society and completely insane role-players posse, Banbury  
ALL-SEEING, ALL-KNOWING YOB: Darth Vader and Yoda are not dead. In fact I am in contact with them on a regular basis, but I have sworn to keep their location a secret until the time is right. Maybe they will make their presence known next month...

## SOUND ADVICE

Dear YOB,  
I've got a Spectrum +3. My Dad's got a PC with VGA monitor. The graphics may be lush but the sound's crap so I'm going to get a sound board. Will you tell me the best one please?  
I don't know which game to get either Off-Road Racer or Badlands on the PC. Which do you think the best is?  
I'm getting a Game Gear for Christmas, do you think it's worth getting or not? It looks lush.

Neil Cole Swansoa  
PS What does YOB stand for, or are you too afraid to tell? PPS I think you're lush  
YOB: That last PS leaves me a might concerned about your mental condition, but, though it's against my better judgement, I'll answer your questions.

1) A Roland sound card is probably the best available for the PC, but also the most expensive (the best one costs about £800!), so you'd probably be best off with an ADLIB card, or better still, a Game Blaster, which is ADLIB compatible and has numerous other

bits of sound gubbins built in.  
2) I haven't played Badlands on the PC, but I have played Off-Road Racer, and though it's really neat, I find it a bit easy. But then I suppose that's just me being a terrific games-player.



3) The Game Gear is quite good, but I'd wait until it's officially released at less than £100, because the Lynx is a much more interesting machine at the moment, especially with all the new software coming out.

## LETTER OF THE BEAST 2

Dear YOB,  
Yep, you who thinks that he is 'ard with the stupid leather jacket! I don't think it was right to blame you but will you please pull off the dude's head who reviewed Shadow of the Beast 2 then put the head in a blender and mail the pieces to different parts of the world because the fool done a misprint. It printed 59% instead of 99%. If it wasn't a misprint the dick-head (write fool there if you want) (Would I? - YOB) is dead b:nd and overall,

THICK! I reckon he must have played it once and not got anywhere. If you don't print this I am going to pop round to your little joint and kick you to DEATH!  
Tony Cregan, Manchester  
YOB: Thanks for your constructive opinions, Tone, and thank you for putting

Rugby League programs around Eg, TV Sports.  
Rugby League (particularly on the Amiga) Might this be because the Aussies keep kicking ass, both in the past, present (and the future)?  
2 Could you please tell me if there are any worthwhile cricket games? Talking of cricket, we're kicking ass in that too!

Bern 'The Hitman' Watson, Moorebank, Australia (obviously).

YOB: That's funny - I didn't think you were allowed to kick ass in cricket. If I'd known that I wouldn't have skived off so many PE lessons at school. Anyway, to answer your questions -

1) How should I know why there aren't any Rugby League programs around? It's probably for the same reason there aren't any carpet bowls games or rolling-peas-along-the-ground-using-your-nose games, ie, there isn't much of a demand for one.

2) The only worthwhile cricket game around until recently was Audiogenic's ancient Ian Botham's Test Match, and that was 6 bit only. However, Anco (of Kick Off fame) have announced that they're producing a cricket game called (and don't believe this if you don't want to) Balls Off, which will be out some time in '91.

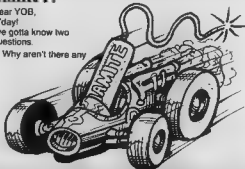
## DAV THE DIV

Dear YOB,  
Cowabunga! This greeting has been sent forth from the mountain stronghold of the barbarian, DAV, worshipper of the Teenage Mutant Ninja Turtles and Mr Australia run-

## CRICKET, BY JIMINY!

Dear YOB,  
G'day!  
I've gotta know two questions.

1 Why aren't there any





AMIGA 286 IBM PC DOS 3.3 AMSTRAD CPC 700 704 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000

# DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

RETRACE  
THE STEPS  
OF DICK TRACY,  
THE WORLD  
FAMOUS  
GANGBUSTING  
DETECTIVE,  
IN THIS SUPERB  
COMPUTER  
CONVERSION  
OF THE BLOCK  
BUSTER MOVIE.

## THE COMPUTER GAME

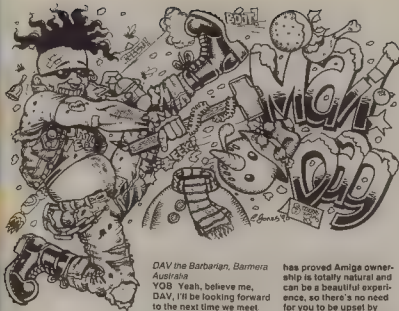
It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and save yourself for the fight of your life.

- STUNNING 3D GRAPHICS
- SPECIAL EFFECTS
- SUPERB SOUND
- SUPERB MUSIC
- BY THE FILM DIRECTOR
- REALITY FILM AND
- VIDEO



ATTUS  
SOFTWARE





**DAV** the Barbarian, Barmeria Australia  
**YOB** Yeah, believe me, DAV, I'll be looking forward to the next time we meet. Just lay off the cough medicine, that's all.

## PROBLEMS WITH GUYS

**Dear YOB,**  
 I have recently purchased an Amiga A500 and also have the misfortune to know someone called "Guy Simms" who has got a Megadrive. Now, Guy happens to think that the Megadrive has much better sound and graphics than the Amiga. The problem is, don't you think it is a bit unfair to compare a highly brilliant computer with a good console? Even when the Amiga's graphics and sound are good enough? I agree that the Megadrive is better, but that is because it is a "console", and the Amiga is a "computer". Please, please, please please could you, for Guy's sake, make this clear (Anyway, I think your mag's great!).

Muhamd Ahmad, Thornton Heath, Surrey

**AUNTIE YOB,** Remember, Muhmud, there's nothing dirty or shameful about owning an Amiga these days, and it's just something that a certain percentage of the population feel drawn to. Medical science

has proved Amiga ownership is totally natural and can be a beautiful experience, so there's no need for you to be upset by Guy's pointless taunts. I'm sending you a leaflet called "16 Bit Computers - Health, Hygiene and HAM mode" which should help.

## MEGADRIVE'S DESPERATE FAN

**Dear YOB**  
 Please could you persuade my family to buy me a Megadrive? I originally wanted a Spectrum, then I changed my mind and wanted an ST, and now, nearly three years later I've decided that I would like a radical new Megadrive, but my folks don't want to know! Please talk some sense into them!

I M Desperate Fenham, New-castle

**YOB** You're obviously so bad at making your mind up I'm surprised your family haven't already thrown you out of the house, but seeing as it's Christmas I'll help you out.

**Dear Desperate Family,**  
 Get this kid a Megadrive. If it's going to shut his whining it's got to be worth the money.  
 Most sincerely,  
**YOB**

## NO SMALLS COMPLAINT

**Dear YOB**

As you don't have a small ad section in C+VG I was wondering if you could ask if any one was selling a second hand Amiga A500. If they were could they send an SAE and the price to: Stephen Galenby, 12 Micawber Road, Poynton, Stockport, Cheshire SK12 2UW. Thanks  
**YOB** C+VG does have a small ad section, actually and it only costs two quid to use it, but seeing as you're blighted with such a funny name as well as being a bit daft I thought I'd stick your letter in. Just this once mind I dunno - am I getting soft in my old age or what?

## THE HORROR OF DRUGS, GRAPHICALLY ILLUSTRATED

**Dear YOBABUNZA** (how it is pronounced on planet KRWARPNUN anyway)  
 Heard about a strange ritual held on your word called "CHRISTMAS" or something. Our spies tell us that you give each other "gifts" - a strange thing to do, as we on KRWARPNUN have a custom where we take our neighbours' socks and strain mar-







nated melon juice through them. The strained juice is then poured into our neighbours "WHORNDUFFER" (rear left Lev 501 pocket) as a token of our appreciation. You were lucky to receive this letter on "paper" as we have cut down all the trees on our planet turning it into hell for dogs!

I almost wrote, or engraved, this letter on a freshly poached kipper but the "BRUNDIP" (light bulb) ate it! Must finish here as my curtains with Worcester sauce are almost boiled (taste bet

ter with "Domeslos" though, but the price is terrible) be seeing you soon! Till then "CWOBO KNOB", as we say! A "KRWARPNIAM" Extremist, Singapore

YOB Now just sit down quietly and relax while I call a doctor. No honestly I think they can treat this kind of problem these days. And it hardly hurts at all (although some patients find their hair falls out and they are suddenly able to rotate their heads through 360 degrees)

## MAD MONK'S RELIGIOUS DISORDER

Dear YOB

I am writing to ask you on behalf of my fellow monks if you would like to join our brotherhood. We are known as The Brotherhood of Insane Gamesmen (or BIG for short). If you would like to join, simply perform the traditional initiation ceremony.

STEP 1: Sit for 12 hours in a vat of Bisto

STEP 2: Have a tattoo done on your bum which reads "Mary Whitehouse was 'ere"

STEP 3: Sit through an entire episode of Terry and June. If you undergo this test you are truly insane and have earned the right to join BIG. Rasputin (KGB), Sanction East Yorkshire

YOB Aww no! Not you again! Look, I'm not a relig-

ious YOB, and I certainly draw the line at having tattoos on my bot. And as for sitting through an entire episode of Terry and June... well, it all sounds an extremely dangerous and perverse cult and I'm calling the police right now.

## TV WHINES

Dear YOB,

Right! I'll get straight to the point, me and probably many other readers would like to see a computer games programme on TV. It would be miles better than the vile crap that you get nowadays. So, I was thinking that if loads of other readers could give their names to a C+VG petition and send it off to a TV company they would have no choice but to comply with the request unless they want to face the wrath of millions of gamers nationwide. Lee Shearer, Newcastle Upon Tyne. YOB Have no fear, Lee, for I've heard rumours that your wish may well be granted in 1991. Watch the skies or better still, watch Channel 4.

## POETRY CORNER

Dear YOB

Just dropping a line to say "thank you" for the nice review that was given in the Budget section of issue 108

(November). The games reviewed were the Bugbash and Nucleus compilation published by Microtec Entertainment and were rated at 83%. Currently under development is "EGG" and it should be available around Easter time (Quite appropriate for a game called Egg - YOB) on the Amiga. Say the following one hundred times a day and you won't forget to buy it! So remember all Easter, To buy the game EGG. It features a lovable creature. And it won't cost you An arm and a leg!

Adrian Cummings, Mutation Software

YOB I think I say, Ade, that verse almost cost you an arm and a leg and it's lucky you program better than you write poetry

## MERRY CHRISTMAS

Dear Readers, Just thought I'd round off the mailbag and fill in an awkward space very easily with a quick note to wish you all a passable Christmas and a fairly decent new year! Get writing those letters for the first Mailbag of 1991, and I'll see yerz next year!



IF YOU'VE GOT SOMETHING YOU WANT TO SAY ABOUT GAMES BUT CAN'T SAY IT BECAUSE VERY FEW PEOPLE UNDERSTAND YOU, WHY NOT WRITE TO THE YOB AT THIS ADDRESS: YOB'S MAILBAG, C+VG, PRIOY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.





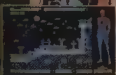
# THE AMAZING SPIDER-MAN

In this role of Marvel's favorite character, Spider-Man, in a highly effective way against time to save New York from the hands of Mysterio.

- ★ Climb through poisonous, air polluted sewers, wonder at the changing quality of outer space.
- ★ Defend yourself from mechanical enemies in ancient towns.
- ★ Fight Goblins as you climb Manhattan skyscrapers.
- ★ Explore Wild West goldmine tunnels with high explosives.
- ★ Swing on webs over electrified, castle moats and pits of fire.
- ★ Moving platforms, hazardous with electric floors and intelligent robots.

265 SPRITES OF ANIMATION FOR SPIDEY • COMPLETE CONTROL OF PETER PARKER'S SECRET WEB FORMULA • FIRE IN 8 DIRECTIONS • STUN ROBOTS, HIT SWITCHES AND CLIMB WEBS TO SAFETY • SWING FROM WEB TO WEB OVER TRAPS AND HAZZARDS  
SEX BY MYSTERO.

"GET YOUR TEETH INTO THIS GAME AND YOU'LL SOON FIND YOURSELF WELL AND TRULY 'SPIDED'." C+VG 87%



THE AMAZING SPIDER-MAN WILL HAVE YOU CLIMBING UP THE WALL

THE AMAZING SPIDER-MAN is published by Marvel Games, New York, NY 10011-1201.



# DAYS OF *Thunder*

**The game of the film!**



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# AMSTRAD

## GHOULS 'N' GHOSTS

## SPECTRUM RUFF AND REDDY

When you start the game, you'll see the title screen. Press the spacebar to start the game. You'll see a screen with the title "RUFF AND REDDY" and a picture of the two main characters. Press the spacebar again to start the game.

## ATOM ANT

Atom Ant is a game for the Amstrad CPC. It's a platform game where you control an ant named Atom. You start in a cave and have to go through various levels to reach the end. There are many obstacles and enemies to avoid.

## ST STRYX

Stryx is a game for the Amstrad CPC. It's a platform game where you control a character named Stryx. You start in a cave and have to go through various levels to reach the end. There are many obstacles and enemies to avoid.

## SHINOBI

Shinobi is a game for the Amstrad CPC. It's a platform game where you control a character named Shinobi. You start in a cave and have to go through various levels to reach the end. There are many obstacles and enemies to avoid.

## AMIGA

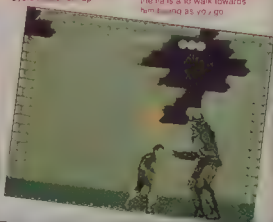
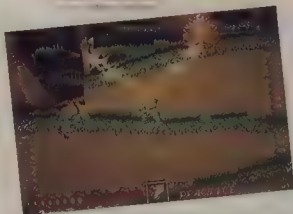
## SEGA SHINOBI

Shinobi is a game for the Sega Master System. It's a platform game where you control a character named Shinobi. You start in a cave and have to go through various levels to reach the end. There are many obstacles and enemies to avoid.

## VIGILANTE

Vigilante is a game for the Sega Master System. It's a platform game where you control a character named Vigilante. You start in a cave and have to go through various levels to reach the end. There are many obstacles and enemies to avoid.

LEVEL ONE Jump diagonally towards the guard and as soon as you hit the ground crouch and start punching.  
LEVEL TWO Easy! Just get the flag and walk towards him and as you go





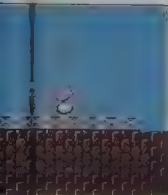


**LEVEL FOUR** Use the same tactics as level three.  
**LEVEL FIVE** you need to use the flash. Duck down some way from the guardian and as he approaches start hitting him. He'll retreat so repeat this process until he dies.

### CHASE HQ

On level one you drive through the yellow barriers you sometimes are rewarded with an extra turbo boost! Thanks to Andrew Duncan from Derbyshire for that tip.

## NINTENDO

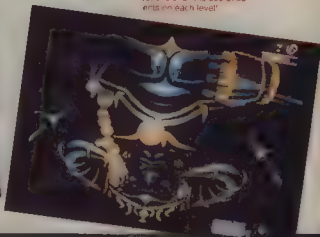


**LEVEL THREE** Jump at the boss to his ball and then goes back then back off and duck down and when he turns at the wall then run back and then repeat until he is dead.



## MEGADRIVE FORGOTTEN WORLDS

Dan & Faulkner has been hard at work with his brilliant Megadrive shoot 'em up and has seen fit to send in the locations of all the secret objects on each level.





# SEGA

## MASTER MIX

MASTER MIX

SEGA

MASTER MIX

SEGA



### US GOLD

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**LEVEL TWO** Shoot the water from the top of the screen and sooner or later a large Zenny will appear along with some body armor. **LEVEL THREE** When the screen has scrolled diagonally shoot at the pipes at the top to reveal some large Zennies. Shoot down to get some energy.

**LEVEL FOUR** When you can choose to go either to the top or bottom of the screen, choose down and shoot the electric lasers and when they blow up they release some large Zennies.

**LEVEL FIVE** Do the same as level four.

**LEVEL SIX** Shoot the ground to reveal some energy barriers. Shoot at the first rock to reveal an energy wind mill. When the ship appears don't go in, but instead shoot the ceilings to reveal some extra Zennies and then enter. **LEVEL SEVEN** Shoot the shelves to reveal some energy armor. When the caves at the side appear go inside and shoot the top to reveal a massive Zenny.

## FATMAN

Not the worst beat 'em up we've ever played but the biggest downer was the fact that you couldn't choose a different character to fight with.

Well, try these tips for size! On the title screen use these sequences of button presses:

**BONAPARTE:** A, UP, C

**EDWINA:** LEFT, B AND C TOGETHER, C

**ROBOCHIC:** RIGHT, UP, DOWN

**STUMP:** A AND C TOGETHER, RIGHT, C

**RAMSES:** RIGHT, LEFT, A TOGETHER, UP, RIGHT

**GUANO:** UP, RIGHT, A AND B TOGETHER

**WEEZIL:** DOWN, RIGHT, UP MC FIRE DOWN, C, RIGHT

**SKINNY:** RIGHT, DOWN, RIGHT

**SHEBA:** B AND C TOGETHER, B, B

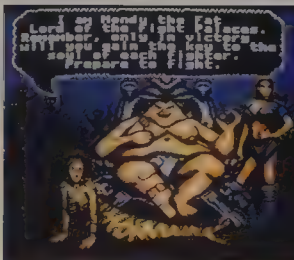
**BRANIAC:** RIGHT, RIGHT, C

**BUFF:** LEFT, C, B

**EL TORO:** B AND C TOGETHER, A, UP

**SPIDRA:** A, DOWN, B MANDU: A AND B TOGETHER, DOWN, LEFT

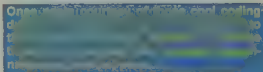
CONTINUED ON PAGE 34





# AMIGA & ST

## THE OFFICIAL PLAYER'S GUIDE TO SIMULCRA



There is a general priorities list that you should adhere to whilst playing each level of the game - and this is it!

1. Locate and destroy the next power generator.
2. Build up the SRV's capabilities
3. Seek extra lives
4. Kill the enemy.
5. Get a pod to update your restart position.
6. Survive (a bit obvious really).

## STARTING UP

The best way to establish your SRV is to generally wipe out the enemy in the starting area and use the resulting pods to power-up your SRV. Pick up a TAD (Target And Display) as this highlights what pods contain and helps you to decide whether it's worth going for pods that are in tricky positions. Try to pick up a radar pod so you instantly have a map of the matrix at the foot of the screen

## POWER-GENERATING PRANKS

Use the map to locate energy barriers that aren't connected to the edge barrier - follow these and you'll invariably end up facing a power generator. Following degenerating barriers is also another quick way of finding another generator without looking at the map. When you reach a generator try to pick up a pod so that if you die you are instantly put back near the generator.

## SURVIVAL

As you play it's best to leave the shield power-ups behind and then return to them once your SRV is well-and-truly shot up. As your SRV is significantly faster than most of the opposing meanies, retreating to pods you've left behind is often the best tactic. However, if you haven't left any pods behind on your travels, shoot innocuous meanies and hope you get a shield pod!



## DOGFIGHTING

If you are attacked by airborne craft there are few useful tactics. If their turning circle is better than yours then it's advisable to land because then out-maneuvering your opponent is easier. If an enemy is approaching you from behind try decelerating and turning, this should cause the ship to move right into your sights! Try leading attackers into minifields or towers - they aren't equipped to avoid such ground-based hazards!

## DANGEROUS OPPONENTS

Parked flying craft can be dangerous if you let them take-off, so the best tactic is to simply blast them before they have the opportunity to leave the ground. Motherships will undoubtedly make a special guest appearance sooner or later. These heavily armoured meanies follow you around generating other aliens and take many hits to destroy. The best tactic, if you've got plenty of shields, is to ram the ship head on!

Monoliths have the nasty tendency to drain all your shield energy away very quickly. The best tactic is to approach this beastie pretty slowly and just as it enters laser range, blast away. Be sure to keep your distance though.

Homing meanies are another problem. The cunning SRV pilot retreats at speed, firing at it. It should now pose no threat and you should be able to outrun it, if not outgun it.

Some droids can be rather nasty and fire frisbee-like homing missiles at you. It's best to go straight in and shoot the droid rather than the homing missiles.





# ALL FORMATS

## THE OFFICIAL PLAYER'S GUIDE TO

# SUPER OFF-ROAD RACER

Flippin' heck! Ivan "Ironman" Stewart's Super Off-Road Racer (to give it its full name) scooped a handful of rave reviews a couple of months ago, and now, C+VG are here with the exclusive and dare we say, definitive guide to this fabby game - straight from the programmers themselves (cor!).

In the speedshop, acceleration and top speed are most important, but you don't get full effect from these unless you have decent tyres.

Staying on the track with all four wheels is important, so some shocks will come in handy after a few races. They help to decrease the effect of the bumps on the tracks.

Sometimes it's better to take the long route around a bump, just to keep speed up, especially if you have low acceleration.

If you can, try to cut the corners around the track - the computer controlled trucks usually take the slightly longer, but safer, route.

Try to avoid hitting walls, large amounts of time are lost by careless driving.



Use nitros wisely. There's not much point firing a nitro at a corner and banging straight into the wall. They are most effective when used on a fairly long straight.

Don't use nitros with other trucks directly in front of you, they will get more benefit from the knock on effect than you will get from the nitro.

It's better to stay behind cars than trying to force your way past them at tricky points of a track, you will normally end up worse off.

Remember, Ironman is the fastest and craftiest computer truck, so he's the one to concentrate on, although to survive a race you must beat ALL of the computer-controlled trucks.

The computer controlled trucks, Ironman especially, get upset if you beat them by too much in a race and jazz up their trucks accordingly for the next race - so try not to beat them by too large a margin.

It's best to stay behind cars than trying to force your way past them at tricky points of a track, you will normally end up worse off.

And remember, it's not the winning that's important, it's the taking part! (call that a tip? - Ed)







## PC ENGINE FORMATION SOCCER

Ricky Porter from Derbyshire has been playing this game solid since he bought it and has decided to share his expertise with the civilized world. If you're finding it hard to score against the computer's mega-tough autokeeper, don't despair. Just get the ball back to your keeper and use him to take the ball up the field! Always keep his back turned against any challengers and watch him shrug off any vicious tackles. When you reach the area just take it

past the opposing keeper GOAL.

Also, if you're bored of the same old weather girl, then I step up. Simply take the small hand and point it where it says channel 2. Press it about twenty times and then flick back to the weather channel to see a sexy chick in a bikini winking at you. Cool!

## STREET FIGHTER

If you have an autofire joystick switch button I can cause the pause mode to switch on and off. Now you can kick seven piles out of the bad guys without a scratch! Ta to Marcus Akin from Brentford for that.

## SPLATTER HOUSE

When the last monster pops her head up for the fifth and last time, make sure you have one heart left. If you kill it quickly, you can walk into a room on a hand and die. This way you'll get bonus points and lives, so you can gain masses of points by doing the level over and over again! Once again, thanks to Marcus Akin from Brentford.

## GAMEBOY BATMAN

An Henderson of Brentford has sent in some tips to supplement last month's AND a cheat for this classic little Gameboy number. So, with out further ado, the tips:

1. It's a lot easier to kill Jack Napier if you use the bat-rangs, that's the A icon.
2. If some items seem impossible to get, shoot the surrounding blocks and they press to a platform has been created.
3. According to fan, the helicopter at the end of the Batwing level is "a real g it". So after it's bugged the four shooty things at you, go right up to it and shoot just under the cannon and then it can't hurt you!
4. Once again, you need the bat-rangs to "do" the Joker. And now the cheat to access all levels on the title screen hold down START, SELECT, A or B to access the title screen selection.

that it only works after you've completed the game once! Argghhh!

## ASMK WORLD

Paul Love of Bognor Regis has a right one, he is a seriously one well busy geezer, as he's sent in all the passwords for Asmk World.

STAGE 8 AXOLOTL  
STAGE 9 BLUYEN  
STAGE 10 CHIMERA  
STAGE 17 DEWLAP  
STAGE 24 ELYTRON  
STAGE 25 GILA  
STAGE 32 HYDRA  
STAGE 33 IBEX

## RETURN JOURNEY

STAGE 33 JEDDOCH  
STAGE 24. KURZER  
STAGE 23  
STAGE 16  
STAGE 15 REMORA  
STAGE 1  
STAGE 1 ZAHNBELA

## ARCADE STREET FIGHTER

Warren Nicholas from West Malaysia reckons he's a bit "tasty" when it comes to playing arcade machines and sent in this tip for people not so fortunate. To shoot fireballs, move the joystick rapidly and clockwise in the shape of a C and press the punch button. A backwards C movement and pressing the first attack button will result a spectacular helicopter flying kick whatever the level.

## TEENAGE MUTANT NINJA TURTLES

Loads of you sent in this pretty devious cheat that gives you extra lives in this fabled arcade machine. All you have to do is bung your ten pees in as usual, and as the start light flashes tap it incredibly quick y. It may sound rather pointless but on some machines it gives you three





**● Upgrade today!**

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# HIGH SCORES

Hi there! Welcome to the super-fantastic high-scores section, where the most supreme gamers-players of the age can see their names in lights. If you reckon your name should be here then send your scores on a postcard or sealed down envelope to **OFFICIAL UK HIGHSCORE TABLE, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

## SEGA

### ACTION FIGHTER

8,000 995 Robert Wigton, Lanarkshire, Scotland  
AFTERBURNER

17,404 100 Kenneth Rorie, Craig-ah, Livingston

### ALEX KIDD (LOST STARS)

1,294 500 Dennis Watts, London  
ALIAS SYNDROME

270 100 Daniel Cunney, Manchester  
ALTERED BEAST

720 308 Gavin Wainwright, Harlow, Essex  
AMERICAN FOOTBALL

586 7 Karl Clark, Cleveland  
ASTRO WARRIOR

1,280 600 Grant Wolstenholme, Blackburn, Lancs  
AZTEC ADVENTURE

267 100 Michael Goode, Cardiff  
BLACK BELT

4,561 200 Carl Smith, Hertford Heath  
BLADE

89,000 Richard Bell, Basingstoke, Surrey  
BOMBER RAID

1,313 500 M G Baker, East Grinstead  
CALIFORNIA GAMES

SWAMPFIRE 98,790 Scott McGrath, Swindon, Wiltshire  
FOOTBALL

182,840 James May, Bournemouth, Kent  
FUTURAMA

90 0 Robert Wigton, Lanarkshire, Scotland  
SKATING

5180 Robert Wigton, Lanarkshire, Scotland  
BMX

175,700 Robert Wigton, Lanarkshire, Scotland  
FLYING DISK

1700 Anthony Lewis, Haslemere, Wiltshire  
CASINO GAMES

FINBALL 492 270 Karl Marsh, Oldham, Manchester  
CHOPFLUTZ

1,800 200 Robert Wigton, Lanarkshire, Scotland  
DOUBLE DRAGON

1,084 100 Rory Miller, West Yorkshire  
DYNAMITE DUX

785 200 Robert Wigton, Lanarkshire, Scotland  
FANTASY ZONE

159,844 200 M G Baker, Grinstead, Sussex  
FANTASY ZONE II

8,541 960 Jon Evans, Walsall  
GALAXY FORCE

427 400 Ian Gentry, Hillingdon, Middx  
GANGSTER TOWN

620,750 Hywel Davies, Maeston, Gwent  
GOLDEN AXE

245 0 James Roake, Worcs  
GHOST HOUSE

1,388 500 James Denham, London  
GLOBAL DEFENCE

541 180 Anthony Hour, Walsall  
IMPERIAL FURY

22 0 Robert Gammon, Bedford  
GREAT BASKETBALL

83 0 Stewart Cole, Harborough, Leics  
GREAT GOLF

53 Colin Boyes, Australia  
HAND-ON

8,553 284 Euan Matheson, Rose-hire  
KENSEIEN

805 100 Michael Goode, Cardiff  
MY HERO

15,063 500 Mark Pollockdale, Ayr, Ayrshire  
OUT RUN

56,120 400 Richard Elliot, NSW, Australia  
PENGUIN LAND

Level 22 Steven Gammell, Hereford, Wiltshire  
POWER STRIKE

95,247 300 Paul Stokes, Aberdare  
PRO WRESTLING

967 100 Tim Gaskier, Victoria, Australia  
QUARTET

3 175 810 Garath Wills, Bristol  
RAMBO II

95,350 David Barnes, Sawston, Cambridge  
RAMPAGE

851 800 David Sanden, Norwich  
RASTAN

1,400 100 David Buckland, Bristol  
RESCUE MISSION

575 300 Christer Holm, Finland  
R-TYPE

7 673 400 Scott McGrath, Swindon, Wiltshire  
SAFARI HUNT

9,344 200 Sarabjit Singh, Peterborough  
SECRET COMMAND

3,315 000 Julian Lloyd, Leamington Spa, Warks  
SHINOB

1,550 100 Mark Pollockdale, Australia  
SPACE HARRIER

45,144 180 Matthew White, Old-bury, W Midlands  
SPACE HARRIER 3D

22 100 110 Gareth Pollitt, Thirsk, N Yorks  
THUNDERBLADE

2 701 000 Alexandre Thimany, Belgium  
VIGILANTE

186 700 Stephen Pops, Chorley, Lancashire  
WONDERBOY (MONSTERLAND)

10,500 999 William Wong, Nt Stockport, Cheshire  
WONDERBOY III

999 999 Andrew Bowley, Leicester  
WORLD SOCCER

41 0 Karl Clark, Cleveland  
ZELION II

1,025 900 J Cunningham, Beye-noaks, Kent

## MEGA DRIVE

### AFTERBURNER

27,881 520 Daniel Sullivan, Coventry  
ALTERED BEAST

2,696 600 Paul Wheatley, Notts  
BATMAN

481 700 David Park, Gateshead  
COLUMBUS

25 270 844 John A Barry, Redhill  
DJ BOY

9 835 700 Jonathan Tibbott, Sheffield  
FINAL BLOW

3 186 520 Sheel Mistry, Aylesbury  
FORGOTTEN WORLDS

1 845 200 Robert Golden, Lymington, Hants

GHOSTBUSTERS  
10 827 000 Neil (awful signature), South Benfleet

GHOULS AND GHOSTS  
912 300 Daniel Sullivan, Coventry

GOLDEN AXE  
371 5 Gier Williams, London

MOONWALKER  
23 570 Peter Abport, Surrey

NEW ZEALAND STORY  
522 380 Nigel Weston, Wiltshire

Cheshire  
RAMBO III

1 277 350 Jason Weir, Walsby, Cambs

SPACE HARRIER II  
27 263 800 Lee Royle, Reading

SUPER HANG-ON  
Beginner 55,452 580 Anonymous, Schwenau

Junior 58 988 800 Matthew Adam-son, Amersham

Senior 76 188 460 Matthew Adam-son, Amersham

Expert 83 772 840 Simon Cam-pussey, Kirkham, Lancashire

SUPER MONACO GP  
1,578 Peter Abport, Surrey

SUPER SHINOBI  
9 989 900 Daniel Sullivan, Coventry

THUNDERFORCE II  
2 360 200 Paul Braslow, Ertih, Kent

THUNDERFORCE III  
6 811 550 (Mama level) Martin Traversen, Taunton, Somerset

ZOOB  
208 500 Andrew Croft, Daresbury, West Yorkshire

## NINTENDO

BALLOON FIGHT  
999 450 James Rolt, Tottenham, London

BATMAN  
487 999 Edward Robertson, Suffolk

CASTLEAVANIA  
1 208 500 Gary Thom, Pinner

DUCK HUNT  
2 135 000 Carl Ellis, London

Excelsior  
66 Tom Wernberg, Halmstad, Sweden

ICE CLIMBER  
928 600 Matthew Rafferty, Australia

KUNG-FU  
1 221 800 Rex, Helsingborg, Sweden

GHOSTS AND Goblins  
300 400 Steffen Skjold, Norway

GRADIUS  
15 550 000 Danny Stevens, Stral-lingen

FORCE  
586 700 Steffen Skjold, Norway

MEGA MAN  
3 295 100 Adam Walsh, Ryde

OPERATION WOLF  
1 111 400 James Short, Harris

PRO-AM RACING  
333 778 Tim Gaskier, Victoria, Australia

R-TYPE II  
187 200 Rex, Helsingborg, Sweden

SHINOBI  
31 2 300 Peter Lynch, Newcastle

SIDEARMS  
1 555 900 Julian Rignall, C+VG

SON SON II  
845 990 Martin Harris, Burton-On-Trent, Staffs

SPACE HARRIER  
36 100 James Overbury, Chel-nham

SUPER STAR SOLDIER  
4 731 000 Stephen Simpson, Olney

SUPER WONDERBOY  
1 096 880 David Supper, Skipton, N Yorks

TWIN HELI  
4 272 000 Rolf Simonetta, Delft, Switzerland

VICTORY RUN  
18 30 1 Stuart Archer, S. God-bone, Surrey

VIGILANTE  
142 080 Tim Morris, Stoke-On-Trent, Staffs

BATMAN  
385 820 Michael Simpson, Glasgow

SUPER MARBOLAND  
999 999 John Youssell, Formby

Merseyside

## TEENAGE MUTANT NINJA TURTLES

108 100 Leo Young, Nelson, Tre-harne

TETRIS  
311 827 Gareth Harper, Co London-don, N Ireland

GOLDEN AXE  
1,400 500 Julian Rignall, C+VG

## PC ENGINE

### ALIEN CRUSH

110 301 300 Steve Cressay, Dor-ling, Surrey

ALTERED BEAST  
578 800 Anthony Bard, Cheshire

ATOMIC ROBO-KID  
11 485 100 Stephen Simpson, Olney

BLOODY WOLF  
2 879 500 James Overbury, Chel-nham

CHAIN AND CHAIN  
2 380 500 Stephen Simpson, Olney

DEAD SLUE  
201 900 Steve Cressay, Dorling, Surrey

DEAD CRASH  
158 095 500 Bryan Servante, Stevenage

DRUNKEN MASTER  
999 999 Bryan Servante, Stevenage

DRAGON SPIRIT  
1 182 372 Andrew Dowling, London

FANTASY ZONE  
6 672 840 Danny Gleghorn, Work-sop, Notts

GALAGA 88  
1 438 480 Bryan Servante, Stevenage

GUINHD  
14 082 130 Aaron Horal, Bristol

KUJAK  
808 200 Richard Leadbetter, C+VG

LEGENDARY AXE  
3 878 280 Dave Rose, Boreham

WOOD  
NINJA WARRIORS

250 200 Wei Sang Liu, London

ORION  
625 400 Bryan Servante, Stevenage

Harts  
P-47

1 278 840 Danny Gleghorn, Work-sop, Notts

PC KID  
26 430 Justin Walton, Carlisle

POWERDRIFT  
1 187 020 Matthew Birch, Langley, Herts

R-TYPE  
873 300 Orr Lee, Nottingham

RASTAN 2  
180 400 Nathan Russell, Wod

PAULAND  
1 113 100 Graham Prior, Shirefield, Reading

ROCK ON  
36 225 400 Rex, Helsingborg

R-TYPE II  
187 200 Rex, Helsingborg, Sweden

SHINOBI  
31 2 300 Peter Lynch, Newcastle

SIDEARMS  
1 555 900 Julian Rignall, C+VG

SON SON II  
845 990 Martin Harris, Burton-On-Trent, Staffs

SPACE HARRIER  
36 100 James Overbury, Chel-nham

SUPER STAR SOLDIER  
4 731 000 Stephen Simpson, Olney

SUPER WONDERBOY  
1 096 880 David Supper, Skipton, N Yorks

TWIN HELI  
4 272 000 Rolf Simonetta, Delft, Switzerland

VICTORY RUN  
18 30 1 Stuart Archer, S. God-bone, Surrey

VIGILANTE  
142 080 Tim Morris, Stoke-On-Trent, Staffs



# HIGH SCORES

## C64

### ALTERED BEAST

360,300 Alexis Haddon, Australia  
APB

87,480 Christer Huik, Finland

### ARMALYTE

38,067 400 Simon Hudson & Ian

Gentry Hillingdon, Middx

### BATMAN - THE MOVIE

64,000 Adrian Shingler, Glossop,

Derbyshire

### BUBBLE BOBBLE

9,384 100 Simon Stapleton, County

Co. Northern Ireland

### CABAL

243,794 Gareth Meney, Strath-

clyde, Scotland

### CASTLE MASTER

4,307 500 Stuart Mays, Lampoot,

Somerset

### DENAIRS

718,620 Evan Walters, Leeds

GHOUls AND GHOSTS

4,171 800 Simon Hudson, Hilling-

don, Middx

### HAMMERFIST

20,294 Craig Hurst, Whetstone, Lei-

cester

888,000 Ste Markey, Liverpool

### KLAX

1,337,855 R E Smith, Coventry

LAST NINJA II

999,999 Andre Hastings, Australia

NEW ZEALAND STORY

3,513 788 Simon Stapleton, County

Cork, Northern Ireland

### NINJA WARRIORS

3,112,358 E Jene Wasyluk, Chel-

tenham

### OPERATION WOLF

1,300,250 David Smith, Michol-

dean, Gloucs

### POWERDRIFT

Course B: 880,290 Steven Ball,

Reinford, Essex

### RAINBOW ISLANDS

8,389 480 Gary Thom, Pinner

RENEGADE II

79,165 Jukka Piira, Finland

### ROBOCOP

1,950,000 Scott Langford, Redcar,

Cleveland

### R-TYPE

1,530,300 Adrian Mychreest, Barn-

sley, S Yorks

### SALAMANDER

407,200 Adrian Mychreest, Barn-

sley, S Yorks

### SHADOW WARRIORS

399,300 Derek Francis, Stirling

SILKWORM

2,119,500 Matthew Alder, Chaster-

field

### TURBO OUT RUN

17,104,227 Thomas Sandham,

South Anston, Sheffield

### TURRICAN

1,536,870 Jim Jennings, Belfast,

County Antrim

### TUSKER

1,542,000 Chris Rautenberg, N Ter-

ryville, Australia

### UNTOUCHABLES

8,389 480 Gary Thom, Pinner

VENDETTA

87,500 Lesius Mirrow, Loughlin

## SPECTRUM

### AFTERBURNER

59,555,000 John Brinklow, Erith, Kent

### BATMAN - THE MOVIE

989,990 Paul Foster, Bolton

### CHASE HQ

16,037 710 Daniel Edwards, Chor-

ley, Lancs

CRAZY CARS II

522,114 Martin Lunn, Sutton Cold-

field, W Midlands

### DRAGON NINJA

1,346,000 Adrian Arnesen, Bromham

FORGOTTEN WORLDS

689,800 Fraser Spears, Birmingham

MYTH

85,868 Chris Thompson, Chorley,

Lancs

### NEW ZEALAND STORY

460,360 Chris Thompson, Chorley,

Lancs

### OPERATION THUNDERBOLT

3,521 400 James Thomas, Derby

OUTRIDER

31,065,250 Kieran Kelly, Cloughbor-

ough, Leics

### RAINBOW ISLANDS

12,039 510 Nathan Heape, Bristol

ROBOCOP

1,982,240 Fraser Spears, Birming-

ham

### SHADOW WARRIORS

51,300 Galkum Boash, Moray, Scot-

land

### SHINOBI

84,980 Scott Paul Abbot, South Gla-

morgan

### STRIDER

57,260 Daniel Bethell, Gilton

THUNDERBLADE

2,788,010 Richard Volter, Becken-

ham, Kent

### TURBO OUT RUN

545,710 Simon Gains, Bradford

WEC LE MANS

441,440 Adrian Arnesen, Bromham

## ST

### AFTERBURNER

82,731 830 Damon Williams,

Beardrie, Glasgow

### ALTERED BEAST

507,000 James Ford, Somerset

### ARKANOID II

122,550 Jaspal Jandu, London

### BAL

109,700 Jim Dobrodumov, Brad-

ford, W Yorks

### BATMAN THE MOVIE

577,130 Helen Mularski, Peterbor-

ough, Cambs

### BEYOND THE ICE PALACE

198,430 Richard Jeffries, Hadden-

ham, Bucks

### BLASTERBOYS

7,473,325 Richard Hailton, Horwich,

Bolton

### BLOOD MONEY

340,000 Chris Hall, Houghton-Le-

Spring, Tyne & Wear

### BUBBLE BOBBLE

8,345,720 Colin Tracey, Colchester

BUGGY BOY

109,700 Simon Williams, Penzance

CONTINENTAL CIRCUS

4,887 470 Lee Turner, Pinner,

Middx

### DOUBLE DRAGON II

122,550 Michael Ellis, Chester

### DRAGON NINJA

180,340 Daniel Ulewellyn, Wolver-

hampton

### DYNAMITE DUK

737,590 Andrew Munnery, Sitting-

bourne, Kent

### E-MOTION

344,200 Stuart Campbell, Bathgate,

W Lothian

### EMPIRE STRIKES BACK

180,330 Robert Swan, C+VG

FORGOTTEN WORLDS

87,500 Robert Golden, Lymington,

Hants

### GHOUls AND GHOSTS

9,995,983 Andrew Dowling, London

### IKARI WARRIORS

102,800 Winchmore Hill, London

INDIANA JONES ARCADE

16,800 Daniel Ulewellyn, Wolver-

hampton

### LICENCE TO KILL

82,430 Timothy Hodges, Peterbor-

ough, Cambs

### NEW ZEALAND STORY

600 123 Stephen Simpson, Otley,

W Yorks

### OPERATION WOLF

308,400 David Church, Leeds, N

Yorks

### OPERATION THUNDERBOLT

1,722,700 Keith Vance, Belfast

OUTRIDER

54,877 900 Gerald Evans, Mechyn-

reth, Dyfed

## PACLAND

217,528 A Redfearn, Huddersfield,

Yorkshire

### PAPERBOY

109,800 Philip Hogg, Liverpool

POWERDRIFT

1,819,221 Stuart Page, Hampshire

### RAINBOW ISLANDS

4,585,410 Stephen Simpson, Otley

RED HEAT

103,843 Philip Waite, Bradford, W

Yorks

### ROBOCOP

571,710 Robert Swan, C+VG

R-TYPE

323,200 Horner Spencer, Rad-

ditch, Worcs

### SHADOW WARRIORS

114,200 Michael Ellis, Chester

### SIDE ARMS

2,050,800 Sam, Melton Mowbray,

Leics

### SPACE ACE

35,400 Alex Ware, Sheffield

### SPACE HARRIER

8,875 940 David A Syrett, Redditch

### STARGLIDER II

529,589 Stephen Simpson, Otley

STAR WARS

2,884 896 Stephen Simpson, Otley,

W Yorks

### STRIDER

3,896,999 Andrew Dowling, London

### SUPER HANG-ON

40,818,996 Nick Bridgess, Cheshire

### SWITCHBLADE

260,480 Mark Davies, Manchester

### THUNDERBLADE

618,510 Richard Davis, London

TURBO OUTRIDER

18,500,200 Stuart Campbell, Bath-

gate, W Lothian

### WINDCHARGERS

449,100 Stephen Simpson, Otley

### XENON

6,944,860 Colin Tracey, Colches-

ter, Essex

2,680,840 Damian Pierce, Haz-

lemere, Bucks

## AMIGA

### AFTERBURNER

20,127,290 Mark Caban, Victoria,

Australia

### BATMAN THE MOVIE

2,007,400 Martin Alltop, Burton-On-

Trent, Staffs

### BLOOD MONEY

308,650 Sebastiano Tognacci,

Venice, Italy

### CONTINENTAL CIRCUS

5,205,480 M R, Colne, Lancs

### DOUBLE DRAGON II

344,200 Sebastiano Tognacci,

Venice, Italy

### DATASTORM

1,228,325 Ky Pyneil, Wiltm,

Essex

### DENAIRS

1,536,250 Tony Clum, Chelmsford,

Essex

### DOGS OF WAR

341,900 Jimmy Gustafsson, Sweden

### DOMINATOR

219,947 Darius Sprangers, Gress-

ingham, Holland

### DOUBLE DRAGON II

201,774 Darren Payne, Oxford,

Oxon

### ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

364,700 Sebastiano Tognacci,

Venice, Italy

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سرکارِ عالی  
پاکستان

پاکستان







BLACK WALKER FLASH GOD COMMODORE AL GREYCK WALKER STRAP









The second of C+VG's softco challenges saw madcap staff writer Rob "The Mouth" Swan, along with another of our brave challengers toddle off to Sheffield, home of Gremlin Graphics, responsible for such gob-smacking wonders as Lotus Esprit Turbo SE Challenge and Toyota Celica GT4 Rally (reviewed this very isn't). A miserable November morn saw Our Rob waiting for Our Reward at London's fashionable St Pancras Station, but when Rich failed to show (the divvy had gone to King's Cross by mistake) Rob had to make the journey alone.



▲ From left to right: Gremlin's Ian Richardson, our own Rob Swan, Tony the Tester and Challenger, Johnny Lee Adkin

## THE CHALLENGE

Another of our readers, handpicked by the C+VG panel, was already waiting at the Gremlin offices when Rob arrived. He was Johnny Lee Adkin, son of Wakefield, West Yorks, and joystick jockey extraordinaire. Johnny owns an Amiga and a Spectrum and had impressed the judges with his astounding scores on Microprose Soccer and Emlyn Hughes Footy.

Fighting on Gremlin's side were their PR Supremo and Lotus expert, Ian Richardson, with Tony the Top Tester in support (Games testers in The Challenge? Is this fair? - Ed)

And last, and by all means least, there was El Robbo, rather disheveled after his long a lonely journey and feeling rather apprehensive at the enormous task before him! How little did he realise how enormous that task was to be.

## THE SCORING SYSTEM EXPLAINED

After some initial confusion (Rob got locked in the toilet), the rules were agreed. The Challenge was to consist of two rounds of Lotus Esprit Turbo Challenge followed by two rounds of the super-new Toyota Celica GT Rally. The fastest lap time in each round would earn the driver ten points, and

the second fastest player would get eight. Whoever came in third place would get six points and the slowest time would cull four points. In keeping with world-renowned tournament conventions, the winner would be the player with the most points at the end of the challenge.

Once these details had been typed up by the official Challenge typist, and all the competitors had signed it in their own blood, the starting pistol was fired and the players got ready to rock and roll.

## ROUND ONE - LOTUS ESPRIT CHALLENGE



### ROUND ONE

Ian and Johnny were first up, and took their places at the Lotus coin-ops displayed at the CES show in September. Johnny got off to a pretty good start (considering it was the first time he had played the game), but was smashed to the back by some very sneaky driving by Ian, who used his intimate knowledge of the game to shoot to victory in a time of 1:47.3, beating Johnny who brought it home in 2:15.4.

Next were Tony (who had the benefit of over 1000 hours of game-testing experience on Lotus) and Rob (who had been too lazy to bother practising at all). Tony made it all look rather easy, racing in with a time of 1:49.5, but alas poor Robbo got completely lost, and ended up smashing into every obstacle in sight. Finishing time - a comparatively dismal 2 minutes 13.5 seconds!



# CHALLENGE

## ROUND TWO

The sound of the dinner bell elicited a sigh of relief from the beleaguered Rob who was in desperate need of nourishment to fuel his afternoon's efforts. The brave gladiators mulled over life and Lotus strategies while munching on the flavoursome Marks and Sparks luck provided by the Gremlin womenfolk, but once the picnic plates had been cleared away, it was straight back into the action.

With one win under his belt, Ian was feeling pretty smug as he stepped up to the joystick. Rob, on the other hand, had already witnessed his opponent's prowess on several occasions and he was feeling more than a little apprehensive. With confidence on his side, Ian raced back to take the points yet again with a time of 1:58.2, while Rob did his 'stuck with corns' impression, and limped home in 2 minutes 13.8 seconds.

Tony and Johnny were next to burn rubber, and Tony's hours of experience got him across the finish line first, with a time of 2:04.0. It was quite close, though, because Johnny, in spite of having problems with his car's steering, came in at 2:10.5.

So, once again, Ian took the glory, with Tony in second, Johnny in third, and Rob following behind to clear up the mess.

## GAME TWO - TOYOTA CELICA GT4 RALLY



## ENGLAND

As Ian booted up the Amiga version of Toyota, Tony was happy in the knowledge that he'd play-tested the thing to death. Johnny was happy in the knowledge that he'd got enough practice in, and Rob was in deep trouble - at the time he'd never even played the game!

Johnny was first up, and had a few problems, but managed to finish in a time of 3:04. Rob was next, and after a lot of confusion on how to start the car ("yes, Rob, press fire, let go, push up, press fire again - aggggh!"), the noisy one managed to crawl round in a depressing time of 3:59!

Ian, who had taken rallying lessons from Toyota team driver, David Jewell, took the stick, and showed everyone how it should be done, scorching around the track in 1:20. But you should have seen his face when Tony took over and blazed to glory in a mere 1:13!

## ROUND TWO: ENGLAND

This is where the fun began - it was obvious that Rob was going to have more than a few problems here, so Ian and Tony took full advantage, screaming round in 1:12 and 1:13 respectively. Johnny took the wheel, and after an unfortunate false start (costing the poor lad a colossal three minute penalty!) managed to finish in 5:38. Rob, trying to improve on his previous scores, failed miserably and finished in 3:13 (lose again and you're fired - Ed).

## ROUND THREE: FINLAND

After a small error, Ian put the difficulty level onto "flippin' hard", by choosing the Finland route - with added snow, even! Johnny took the course in 7:35, after having a few problems with the car spinning out en route which was made even more obvious with Rob's time of 7:09 (that's it, you're fired - Ed). Even Tony and Ian had difficulties - Tony even crashed, a unique occasion which amused Rob no end - and came in with times of 3:15 and 5:29 respectively.

## ROUND FOUR: MEXICO

The final round saw the route taking place amongst the sand blown deserts of Mexico, something which caused great concern as it reduced visibility considerably. Undaunted by this, Rob (mad fool that he is) took control and proceeded to make a complete hash of things by completing the course in 2:46. Ian proved his worth by finishing in 2:17, Johnny had a few spin-outs and stalled several times, to finish in 4:35, by again Tony took the points by finishing in a god-smacking 1:43!





# THE GREMLIN

# CHALLENGE

## LET'S HAVE A LOOK AT THE OLD SCOREBOARD.

So, the battle was over, but who had won? Well, it obviously wasn't Rob, but our hero summoned what little brainpower he had left, and calculated that at the bottom of the table came the unfortunate Johnny with 18 points, the metal maniac himself with a meagre 22 points, Ian with 34 points, and Tony with a colossal 38 points!

## THE PRESENTATION

At this point, enter Gremlin's Top Man, Ian Stewart, who announced that he was the boss - so Ian, Tony and Rob were all dejected (much to all three's amazement, especially Tony, who was looking forward to another prize), leaving Johnny the champion!

As a reward, Johnny was on the receiving end of a spanking-new Megadrive, something that was completely unexpected (the exact words were "oh, er, ah, I didn't expect that!" - see, told you!) So, the challenge was over, and Johnny returned to Wakefield a happy chap while the rest of the challengers were left to weep into their by-now rather solid samias.

## THE OLD SCOREBOARD

LOTUS CHALLENGE		IAN	ROB	JOHNNY	TONY
ROUND 1	POINTS	147.3	213.3	215.3	148
ROUND 2	POINTS	158.2	213.8	210.5	8
		10	4	6	204
TOYOTA RALLY					8
ROUND 1	POINTS	120	3:59	3:04	1.13
ROUND 2	POINTS	8	3:13	6	10
ROUND 3	POINTS	10	8	5:38	1.13
ROUND 4	POINTS	5.29	7:09	7:35	10
		8	6	4	3:15
		2:17	2:46	4:35	10
		8	6	4	1.43
TOTAL		34	22	18	38

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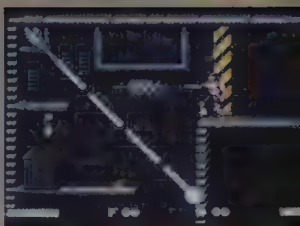




## BUT THAT'S NOT

ALL...

No, sree, not by a long chalk. In the light of his defeat (cynics might use the term "a right pasting"), Rob knew that certain redundancy awaited him when he returned to the office the next day. In an attempt to reinforce any credibility he had as a journalist, and possibly save him from certain execution at the hands of his comrades, he waited till the prize giving was in full swing then slunk into the Gremlin Secret Games That No-one Else is Supposed To Know About Room, whipped out his Man From Uncle secret agent's camera and took some cheeky snaps of the Amiga version of one of Gremlin's big games for 1991, namely



## SWITCHBLADE 2

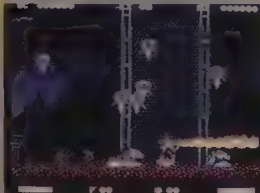
If you thought the first Switchblade was a bit lassy, wait until you see this! Although essentially similar to the original in style of play, this looks like it's going to be one cracker of a game.

Following on from where the original left off, Switchblade 2 again puts you in control of Hiro, last of the Bladeknights, who is out to defeat the forces of evil and restore freedom to his homeland. But how is part two different from part one? Well, the character is about twice the size of the original, and is much more athletic: he can leap, fight and use all manner of weaponry, ranging from your bare fists, blades, shuriken, and even an enormous laser cannon which unleashes a blast of earth-shattering proportions!

Even at this early stage the sheer amount of detail put into the game is little short of stunning, with the beautifully detailed sprites storming around a full-screen playfield at the great rate of knots. If this turns out to be as playable as the first, then Gremlin will surely have a smash on their hands when Switchblade 2 is unleashed in the first quarter of 1991!

## NEXT MONTH!

And now, live from London (fanfare!), it's the Kick Off 2 Challenge! Well, it will be in a month's time, so if you reckon you're the greatest player in the land, fill in the challenge form at once (on page 150), and send it in plenty quick, marked "KICK OFF CHALLENGER"! But be warned - Rob plays Kick Off better than he plays Lotus!





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# GREAT SCOTT!

WIN A REALLY HEAVY BACK TO THE FUTURE PINTABLE  
COURTESY OF IMAGEWORKS

Great Scott, here's a compo with a difference, and no mistake! C+VG, along with Sinclair User and those lovely people at Imageworks (who, coincidentally, were behind last month's mega Turtles compo!), are giving you the chance to win a Back to the Future pinball machine of your very own! Ker-ikey!

So, what have you got to do to win this wonderful beastie? Well, it's like this - simply phone this number

## 0898 900080

listen to a few easy peasy questions, scribble down the answers on the back of a postcard, sealed down envelope, and send it to

**GREAT SCOTT! I WANT THAT PINTABLE,  
DOC! COMPO, C+VG, PRIORY COURT, 30-32  
FARRINGTON LANE, LONDON EC1R 3AU.**

On January 14th we'll be drawing a C+VG reader's entry from the magic binbag, and he or she will go forward to compete in a primo pinball battle against Sinclair User's winner at Imageworks HQ in London. At the end of the day the winner of this exciting duel will stagger away from the office carrying that self same pintable for use in the privacy of their own bedroom!

But the runner-up won't go away empty handed, because Imageworks will be giving them a brand spanking new video recorder AND a copy of the Back to the Future III vid (sort!)

Even further to that, we'll be drawing out five C+VG readers who will each get a groovy Imageworks T-shirt AND a copy of the Back to the Future III movie in glorious VHS videoramavis-ion! Wowzers!

**COMPETITION RULES:** No employees of EMAP Images or Mirrorsoft or their relatives, or their pets for that matter, may enter this comp. As usual, the Ed's decision is final - and no multiple entries or we feed you to the

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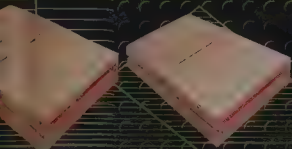
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# WHO THE HELL...

DO THE C.V.G. TEAM THINK THEY ARE...

## RICHARD

### RICHARD "SO COOL I'M FREEZING" LEADBETTER

RANK: Staff Writer, Friend To The Stars.

HOME BASE: Witham, Essex

AGE: 18

ALL-TIME FAVE GAMES: Pit Fighter, Narc, Smash TV, Klax, Dungeon Master, Bard's Tale 2, Batman (Gameboy), Golden Axe (Megadrive), Afterburner (arcade and Megadrive), Paratrooper, Revenge of Shinobi, Strider and Rainbow Islands.

LIKES: The Simpsons, classic English literature, the Nintendo Gameboy (brightens the awful train journey home), exams ("because I pass them all"), particularly violent arcade machines (I don't know why).

DISLIKES: Vintage Jamaican rum, Kentucky Fried Chicken Fillet Burgers (especially the mayonnaise), this old woman who ruined my last holiday by knocking on my door and asking me about God, London, and the Liverpool poets. (Dennis and Neighbours - it's terrifying that nineteen million people actually enjoy it).

FAVOURITE PHRASE: "What's happen nini?"

SPECIAL POWERS: Has the uncanny power to find lost pictures in less than twenty minutes and the strange ability to sound like everyone else in Witham (according to Julian).

FAVE SOUNDS: My own voice, Pit Fighter, all the Outrun and Afterburner soundtracks, "a really strange tune on a Metallik album I once heard", Belinda Carlisle, Jean-Michel Jarre (apart from the dire Waiting for Cousteau), some Bon Jovi, New Order and "anyfink good".

WHAT I WANT FOR CHRISTMAS IS: A six-figure bank balance, a pat on the back and someone to 'phone me up to remind me how clever I am. Any takers?

WHO WOULD I WISH A HAPPY CHRISTMAS TO: All of my family for putting up with me (and the 'phone bill), all me old mates at Sixth Form (those were the days, eh?), and the teachers (for doing such a good job with me at least!) and a huge "Happy Christmas" to Mrs Thatcher (ha!).



## PAUL

### PAUL "EINSTEIN REVISITED" GLANCEY

RANK: Associate Editor  
HOME BASE: Wherever I hang my hat  
AGE: 21

ALL-TIME FAVE GAMES: Dungeon Master, Elite, Gunhed, Super Monaco GP, LHX Attack Chopper

LIKES: Kentucky Fried Chicken Fillet Burgers, Turkish Delight, being securely seated in helicopters flying over the Barents Sea. Calvin and Hobbes, Bloom County, Bugs Bunny, Tom and Jerry and Groovy cartoons. And that's all folks.

DISLIKES: Being thrown out of helicopters over the Barents Sea, being kidnapped by extra-terrestrials who later dump me many miles from where I was picked up. Thinking about going to the laundrette.

FAVOURITE PHRASE: "Get the Battersea Power Station!"

SPECIAL POWERS: Can go down stairs two at a time and wiggle eyes in a very disconcerting manner.

FAVE SOUNDS: Beach Boys - "Fun, Fun, Fun". Simon and Garfunkel - "Punky's Dilemma". Frapp and Lind - "Evening Star". Chopin - "Nocturne". Louis Armstrong - "It's a Wonderful World" and "Stardust". Jean Michel Jarre - "Oxygene". Philip Glass - "Koyukigai". All the Out Run soundtracks, and the Wizball music.

WHAT I WANT FOR CHRISTMAS IS: A time machine, to make C.V.G.'s production schedules a little easier to handle. It would also be a right laugh at parties.

WHO WOULD I WISH A HAPPY CHRISTMAS TO? The whole world (grins a cheesy grin).





# JULIAN

## JULIAN "GIMME A YAMAHA"

### RIGNALL

**RANK:** Managing Editor

**HOME BASE:** Super lovely

**AGE:** Old enough to know better

**ALL-TIME FAVE GAMES:** I've got loads, but Williams coin-op, Kick Off II, P-15 and Super Mario III instantly spring to mind.

**FAVOURITE PHRASE:**

**"CENSORED"**

**SPECIAL POWERS:** I can drive and swear profusely at the same time, can keep up an amazing whinge level, playing games.

**LIKES:** Telly, video games, films, being loud, things that go very fast, going very fast, shepherd's pie, football, my Mad cat, Glenys, books, motor bikes, drawing and many, many more...

**DISLIKES:** Speed traps, heavy traffic, liars, illness, rubbish, schoolbags, being skint, hassle, my Mad cat when it boos where it shouldn't, people being late for work, watching my favourite football teams lose.

**FAVE SOUNDS:** End-of-level baddies biting the dust, loud farts, motor bikes, synthesizers, explosions and most music.

**WHAT I WANT FOR CHRISTMAS IS:** A rally car, a scanner, a Yamaha Fazer and World Peace (hip-peeese)...

**WHO WOULD I WISH A HAPPY CHRISTMAS TO?** Everyone who reads C+VG and MEAN MACHINES.



# ANDREA

## ANDREA "ISN'T THAT COPY READY YET?" WALKER

**HOME BASE:** Holloway

London (that's BEHIND the prison, not IN it).

**AGE:** Old (but beautiful)

**FAVE GAMES:** Wizball, Super Mario Bros, Wolfied, has been know to "get into" Tetris.

**FAVOURITE PHRASE:** "Who's stolen my scalp?"

**SPECIAL POWERS:** Ever since she was bitten by a radioactive dyslexic when she was a small child, Andrea has exhibited superhuman mis-spelling capabilities.

**LIKES:** My Man, Christmas, expensive restaurants, pubs, Bugs Bunny, champagne, red wine, surprise presents, spending money, going on holiday, Paris, chocolate, romance... (she's getting carried away - Ed).

**DISLIKES:** Tardiness (that means being late), being cold, injustice, Wogan, Paul "The Wimp" Gascoigne, work going to the launderette, meat, stupid people and cooking.

**FAVE SOUNDS:** The B-52s, Soul II Soul, Frank Sinatra, "On My Way", Peggy Lee - "Fever", Mary Lou Williams - "Uncertain Pleasures", Tchaikovsky - "The Nutcracker Suite", "Beethoven's Original Soundtrack", Louis Armstrong - "It's a Wonderful World"

**WHAT I WANT FOR CHRISTMAS IS:** An Apple Macintosh with a big monitor and "all the software"

**WHO WOULD I WISH A HAPPY CHRISTMAS TO?** My parents. ("Happy Christmas Mum and Dad!")



# ROBERT

## ROBERT "CRASH OUT" SWAN

**RANK:** Staff Writer

**HOME BASE:** Used to be Chatham, but now resides with two other lunatics in jolly Gillingham (not a massive leap, by any means...).

**AGE:** 20

**ALL-TIME FAVE GAMES:** Super PacMan, Defender, Flood, Smash TV.

**LIKES:** Very loud music, moshing, Arsenal FC, Chinese food, and falling over a lot.

**DISLIKES:** Boring people who don't like enjoying themselves, Anything by Stock, Aitken and Waterman, soft Australian songs (arrgh!), a certain Spurs player who can't sing to save his life.



**FAVOURITE PHRASE:** "What happened to the weekend?" and "As long as there's sex and drugs, who cares about rock 'n' roll?"

**SPECIAL POWERS:** Can sleep anywhere, but favours armchairs and parks.

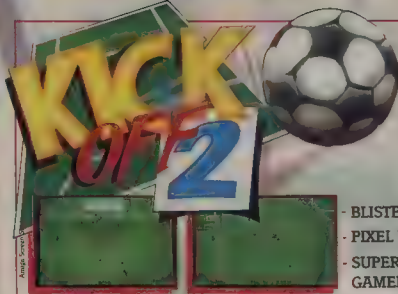
**FAVE SOUNDS:** Iron Maiden - No Prayer for the Dying, Metallica - Master of Puppets, Pink Floyd - The Final Cut, Hawkwind - Masters of the Universe

**WHAT I WANT FOR CHRISTMAS IS:** A black Toyota SR5 4x4 - and lots of sleep.

**WHO WOULD I WISH A HAPPY CHRISTMAS TO:** Mum and Dad, for being such sound people, and the Lords God, Hardwicks, who are just completely insane (he ha) (they're not the only ones - Ed). Oh, yes, and my cat.



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AMIGA USER INT - The best computer game ever 97%

THE ONE Ultimate soccer simulation 96%

THE ACE Britain, Buy Buy Buy 93%

AMIGA FORMAT Best footy game to have appeared on any machine 94%

ST FORMAT What a game! Gem to play. Magic! 90%

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COMMODORE USER At last a management game that requires

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ST FORMAT Britain 93%

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ZZAP Best football management game ever written. 92%

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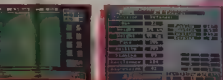
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# SPEED



▲ Meet the score-multiplier, on the far left.



## MEET THE TEAM

Brutal Deluxe is made up of 12 players - a goalie, two defenders, three middle ders, three attackers, and three substitutes. If one of your team gets banged up pretty badly, he or she can be substituted for one of the players on the bench! If your players are pretty naïf - like the goalie at top left, they can be put on the transfer market, where better players can be bought, but usually for an extortionate price!

## BY IMAGEWORKS

It's been two years since the last Speedball match was played, when the original Speedball League was disbanded. This nearly caused riots amongst the millions of fans world-wide, but now, it's back - bigger, better, faster, and, probably most importantly, a hell of a lot more violent!

But what's this got to do with you? Well, your task is to turn Brutal Deluxe (probably the worst team ever in Speedball history) into champions! The best way to start is to train them in the gym, but this all costs money and lots of it! So to get the money, more games have to be won! Easy, eh? Don't you believe it....

The pitch is now twice as big as the original, and, like the original, contains all manner of tokens, tricks and traps with which you can defeat your other team.

Three new additions to the pitch layout are the score multiplier (which knocks up the number of points scored for each goal), and the star wall - every time a star is lit, two points are added to your score until they're all flashing when an extra 10 points are awarded. The third is the rebound unit - hitting the ball against this gives the ball





# FOOTBALL

2

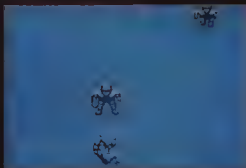
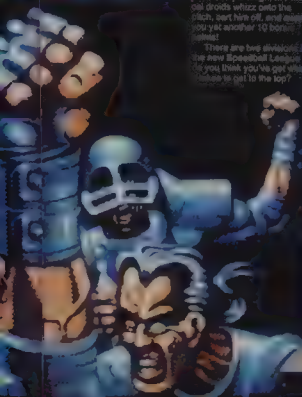


## C+VG HIT!

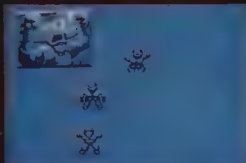
a rather large electrical charge, and when it hits an other player - zap!

If an opposing player isn't just baddy enough, two mechanical droids whizz onto the pitch, sort him out, and award you yet another 10 bonus points!

There are two divisions in the new Speedball League - do you think you've got what it takes to get to the top?



▲ Players sprawl as the opposition get the ball!



▲ Meet the first end-of-level boss - if you get that far!



## GYM'LL FIX IT

Before each game begins, you have the opportunity to spend your money on training to improve your team's performance. To speed up the gameplay you can simply spend money on say, the whole team's aggression capabilities. More careful managers, though, are likely to develop their players one by one, catering for individual needs. Each part of the armour on the right hand side of the screen represents a quality of the team (they're the same as the on pitch icons detailed above) whilst the middle icons are used to choose which part of the team you wish to spend your money on.



# REVIEW

## UPDATE

Speedball II will be hurtling onto the Amiga any day now, for the same price of £24.99, but featuring full screen graphics, and improved sound. A PC version is also due, but for which graphics modes, we can't say. No news as yet on versions on any other machines, but as they say, watch the skies.

# SPEEDBALL

2

▼ The ball shoots into the air as the second half begins!



# C+VG HIT!

ST

£24.99

Speedball has to rank as one of the top games ever, and to beat it, the Bitmaps have had to put in a hell of a lot of work. They've listened to all the criticisms (few though they were) of the original, and have come out with a product which is destined to go down as one of the best games ever to grace the ST. Right from the initial intro sequence, the entire thing simply oozes a class and quality that is rarely found in a lot of games. Dan Malone's graphics are nothing short of spectacular, with brilliantly animated sprites and metallic backdrops, and the sound is a treat to the ears, with thumps, groans, cheers and the clang of the ball rebounding off the walls! The playability holds it all together, of course, and it generates a sort of addictive power that it's almost impossible to put the joystick down once you start playing. Overall, a totally brilliant sequel, and a magnificent game in its own right. To put it bluntly, if you don't get this immediately, you must be completely round the twist!

ROBERT SWAN

GRAPHICS	96%
SOUND	93%
VALUE	94%
PLAYABILITY	97%
OVERALL	95%



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**KONAMI**



►AMIGA ST

REVIEW

# TOYOTA CELICA GT RALLY

BY GREMLIN

C+VG  
HIT!

The Toyota Celica GT4 is the current world-beater when it comes to rallying technology and now thanks to Gremlin you can experience all the thrills and the huge amounts of spills of rally racing on your trusty home computer! All of the major rally events are faithfully replicated in Gremlin's game.

Before the game proper begins you have the option of choosing which control method you prefer (joystick or

mouse) and whether you desire an automatic gearbox or a good, old-fashioned manual job. You can also choose whether to practise the track or not. Before each race you can also have a quick look at the course and at the appropriate times instruct the computer to give you spoken warnings of any sharp turns ahead!

Then it's off to the actual race where your Toyota driving skills are tested to the

max on arduous tracks. The game is displayed in 3D and the emphasis is on realism, so don't be too surprised if you crash while attempting to take a sharp corner at 120 miles per hour!

Different stages of each

race provide different hazards. For example, the skies may open up and deluge your Japanese mean machine with rain. But being a well-equipped automobile, the Celica comes complete with windshield wipers to make driving in rain and snow that bit easier!

▼ Burning up the rally courses in your trusty Celica!



▼ Like a problem turn... parts on!



## UPDATE

Toyota Celica GT4 Rally will be rolling onto a Spectrum or Amstrad near you in December for the princely sum of £9.99.

ST  
£24.99

Exactly the same pulse-racing excitement as the Amiga game and even the sound is just as good! Highly recommended.

OVERALL 87%

AMIGA  
£24.99

I wasn't really very impressed when I first cast my critical eye over Gremlin's latest offering, mainly because I couldn't control the flipping thing! Just when it seemed I was getting a good turn of speed out of my trusty Toyota it suddenly seemed to career off the road at the first bend! However, unlike Gremlin's last racer, Lotus, Toyota is more of a simulating that it takes longer to get into. Once you've got the hang of the controls and can anticipate how the Celica responds to the arduous rally course it ranks as one of the best driving sims available. The mixture of polygon 3D and sprites is effective and the sound is brilliant - the talking co-driver is brilliantly done, and very useful too! Lotus cornered the market as far as arcade excitement goes, and Toyota Celica GT4 Rally will probably be the same in the driving simulation stakes!

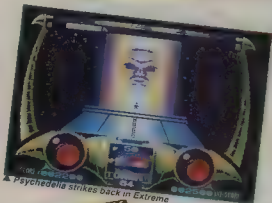
RICHARD  
LEADBETTER

GRAPHICS 88%  
SOUND 90%

PLAYABILITY 87%

OVERALL 87%





**C+VG  
HIT!**

# EXTREME

BY DIGITAL INTEGRATION

Everybody likes the odd fireworks now and again. But when the exploding rocket in question is actually an inter-planetary space vessel which has crashed and is about to engulf the Earth in a ball of white-hot hydrogen, then it's time to put away the sparklers and the baked potatoes, get out your combat suit with built-in flame thrower and get the hell on over there to fix things before it goes bang!

It seems this particular ship was bringing the Pioneer 10 space probe back to Earth, before it was hijacked by pirates who sabotaged the ship's computer. So the first thing to do is to revive it by conducting an energy crystal from the storage bay to the heart of the machine. Unfortunately the ship's decks are laden with alien beasts who have to be torched to oblivion before they'll let you through the complex of platforms and pillars to the ship's fuel socket.

With that task complete you have to get to the ship's self-destruct computer and

stop it from going boom. But the pirates have blocked the way so you have to swim through the fuel tanks which are full of floating mines and fish-like pirates. Use the floating mines to destroy the fish-like pirates, and things should be okay, though.

The finale puts you on top of a mechanical walker armed with a plasma gun which is just the thing for blowing up more nasties, pirates,

mines, tanks and, of course, the self-destruct computer at the end of the game.

## UPDATE

Digital Integration are currently knocking together versions of *Extreme* for the Amstrad, C64, ST and Amiga. Expect them all to be in the shops by Christmas time.



The action-packed title screen in all its glory

**SPECTRUM  
£10.99**

Hey, not bad! A quality Spectrum game in one 48K load! The most impressive thing about *Extreme* is the graphics - not just well-defined, but really colourful too, with no attribute clash and even a few extra shades usually unavailable to the Spectrum. The sprites throughout are big and smoothly animated (check out the Walker on level three!) and the scrolling is super-smooth parallax stuff. The gameplay isn't bad either, and things are livened up by the variety of tasks and the highly impressive weaponry! Perhaps the fact that there are only three levels is a bit of a downer, but there's plenty to them, and they're pretty tough, so you're not going to finish them in a hurry! All in all, then, "Extreme" is good!

**PAUL GLANCEY**

**GRAPHICS 90%**  
**SOUND 80%**  
**VALUE 80%**  
**PLAYABILITY 83%**

**OVERALL 85%**



# THE COMPILATION PACK OF MEGA STARS

# HOLLYWOOD

*Attractions*



**ROBOCOP**

**GHOSTBUSTERS II**

**INDIANA JONES**

**BATMAN**



**AMIGA ATARI ST**

**Ocean**

**AMSTRAD  
SPECTRUM  
COMMODORE**

0332 6633... FAX: 031 8340



# REVIEW

RAMPOD CD



By James D. Connolly, Editor in Chief, and David A. Peck, Editor

# NARC

BY OCEAN





The setting is the near future. Drugs have become a severe problem, so much so that a special police unit,

Squad, has been set up to bring down the criminal mass-em-de behind the dealing operations. Two officers, equipped with the very latest in military hardware and a flashy red Porsche with 20mm machine cannons, have been selected to travel into enemy territory, hunt down and eliminate the kingpin of the entire organisation.



The action is viewed side on, with the two cops (garbed in red and blue, travelling from left to right, blowing away bad guys in spectacular fashion) in your trusty 9mm machine pistol, doesn't do the trick, simply fire off one of your anti-personnel rockets and blow the opposition into tiny barbecued fragments!

Of course, being a pair of humane and caring police officers, our heroes prefer arresting or in pain to wounding them, and if you stand by a bad guy for long enough, he or she will be busted, giving you extra bonus points at the end of the round.

Further bonus points are awarded for any drugs or money collected from dead criminals. They also leave behind extra bullets and rockets to beef up the boys' air-very collection.

Later levels include some heavy-duty opponents, including psychéd out dogs that will go straight for the throat, a crazed clown with a warped sense of humour, and even a guy who'll throw hypodermic syringes in order to knock down your energy. If all the energy goes, one of your lives is down the tubes, if all three go, you've had it!



## UPDATE

NARC should be blazing onto the ST any day now, for the same price, and save for a few colour and sound differences should be identical to the Amiga version. Expect also Amstrad and Speccy versions dead soon, for £10.99 on cassette, and £15.99 on disk. Check out future issues for an update.



For what the machine can do, C64 NARC is actually better than the Amiga version! Okay, the whole thing's multi-load, but the graphics are absolutely brilliant, the music is ace, and the whole thing is just as playable as the 16 bit game. The digitised sound is gone (due to memory restrictions), but that doesn't detract from what is the best C64 com-op conversion in ages.

**OVERALL 92%**

## AMIGA £24.99

The Williams coin-op from which this is converted has got to rate as one of the most violent, not to mention one of the loudest arcade games I've ever played, but its sheer addictive nature simply grabs you by the throat and refuses to let go. Now the Amiga version is here, and it's just as vicious as its arcade counterpart, and just as playable. The graphics are not as polished or well-defined as you might expect, but they're colourful, and well animated - especially when you un-

derstand the explosion throws a conglomeration of severed limbs into the air (yuck!)! Everything you'd expect from the coin-op is there, including the intermission screens telling you who you've got to bust, the funky-kadell back-lung track, the booms and screams of gun and missile fire, and those pesky dogs which keep pestering you! One minor quibble is the joystick control - the arcade machine had four buttons and a joystick, so cramming everything onto one stick was obviously a problem - but once you've got used to it, the whole thing flows along so easily that you'll be addicted (if you'll pardon the pun) in minutes!

GRAPHICS	86%
SOUND	85%
VALUE	90%
PLAYABILITY	93%
<b>OVERALL</b>	<b>91%</b>



# HOW DOES ETERNAL SLAVERY SOUND?

The Ur-Quan Hierarchy - the "evil empire" of the 27th Century is ruthlessly invading interstellar neighbours and slave-bonding the inhabitants. Now humanity itself is on the shopping list of species to capture.

Available on:  
IBM PC &  
Compatibles  
£29.99  
CBM AMIC  
£24.99

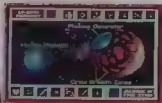
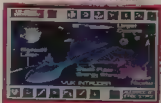
Engage in white - knuckle tactical combat as you join forces with the Alliance of Free Stars to defend the galaxy against the conquering armies of the Ur-Quan. The Captains of seven hungry star-fleets await your orders for battle - man's destiny is now in your hands!

Available on:  
SPECTRUM  
Cassette £10.99  
AMSTRAD  
Cassette £10.99  
Disk £16.99  
CBM 64/128  
Cassette £10.99  
Disk £13.99  
To Follow

## STAR CONTROL



Screen shots from IBM PC Version



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50 Lombard Road, London SW11 3SU  
Tel 071-738-1376

Screen shots are only intended to be a description of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the company's specifications.



MEGADRIVE

REVIEW

# SKY SHARK

BY SEGA

Hordes of tanks, planes and ships are invading your country. Total victory, winning the defensive forces, so it's up to you and your plane, the Sky Shark, to repulse the waves of enemies. Luckily, there are numerous power-ups, speed-ups and other goodies to be collected that enable the Shark to compete with the baddies on the narrow terms.

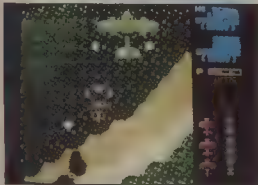
Set over dozens of sub-levels, Sky Shark starts from a friendly base and fights through waves of attackers



▲ Wibbly green things annihilate the enemy!



▲ A smart bomb disposes of the end of level boss

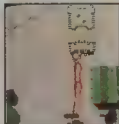


▲ Tropic fire-power is the weakest weapon!

before reaching the next air base, and safety. Power flashes are collected along the way, and these are collected into points at the end of each subsection. Power-ups, on the other hand, increase the destructive powers of your weapon for every three that are collected. Don't stop to think, the enemy comes on thick and fast, so continuous blasting is the order of the day.

The backgrounds change on a regular basis, starting off with a forest and then on to deserts, coasts, oceans and other exotic locations. Unfortunately, the baddies are determined to leave you no time to admire the landscape. With the choice of three different weapons, Flying Shark must wipe out the foe - or not, we'll have to regret it.

▼ An enemy tank eats photon death!



C+VG  
HIT!

MEGADRIVE  
£34.99

I'm a great fan of Truxton, and this game is very similar - and just as hugely enjoyable. Wiping out hundreds of enemy vessels is my idea of perfect entertainment, and this delivers with a vengeance. The only problem is that Easy level is far too easy, I virtually completed the game without losing a single life! However, Medium level is quite tough and will provide even the best wibbler with an adequate challenge. The graphics are of an extremely high standard and, for once, don't stop you from seeing the enemy's bullets coming! There are too many continues available, but that's a common problem in Megadrive arcade games, and even Truxton had infinite continues. I recommend this game very strongly to all shoot 'em up fans - you'll have a blast!

MATT REGAN

GRAPHICS	87%
SOUND	85%
VALUE	88%
PLAYABILITY	92%
OVERALL	90%



# REVIEW

► AMIGA

# DEFENDER 2

BY ARC

After months spent beating long, drawn-out, hot action-filled, multi-episode AmigaBlast! Defender master piece and its sequel, it's one of the greatest moments of all time. Defender 2 not only retains it all, but adds a whole new class of ship. It also has versions of the original Defender and the classic Starblaster throw in for good measure, and a no extra cost!

Defender 2 contains eleven missions, both Starblaster and Defender. It's a sure you're getting the best of both worlds, and the fact that the game plays like a new classic, with original Defender and Starblaster. The first thing you

that your defending craft now has a dinky little screen that contains four methods of fighting out the outer edge. The original Defender's through enemies requiring multiple hits, while the bomber releases a variety of bombing, and based targets. The upshot is, it's in an upward direction, makes sense, which the AI drone generally moves as Nemesis style, and the actual homes in and snatches the opponent. There's also a light and style's not least, that enemies' deadly phasers have put known enemies' secrets.

The gameplay is divided into three sections. First off you have the fast away a Mission. When the enemy

## UPDATE

At present there are no plans to convert Defender 2 to any other home system, but if the situation changes you'll be the first to know!

voies, really, to a certain breed of player, and then, normal Defender type. To round the edge off a Theme Wave has been added, these are much the same as the Mission Waves.

Building on the night's re-appears, there are also new fields of enemy designs, and each new type is identified in a special, up or a section. There's also a complete options page, where the difficulty level, control method, and choice of

AMIGA  
£24.99

Defender 2 was an incredible disappointment when we first booted it up on the office Amiga, mainly because it seemed to be an incredible effort just to survive five seconds without meeting a photon-laden doom. Also, the control method (using the mouse for movement and the keyboard to fire your various weapons systems) is extremely hard to get to grips with and the intuitive skill needed for the arcade original had been replaced with trying to find the right key at the right time. However, once I'd dusted off my old Defender skills, I began to have a flippin' good time! I may for synthesized digital destruction on a grand scale and Defender 2 more than fits the bill. The promise of having Stargate and the original Defender thrown in sounds rather good, but neither plays much like its coin-op parent for some. The package itself is fine, but for that adrenalin surge required by the gamers of today, Datastorm is far superior.

RICHARD  
LEADBETTER

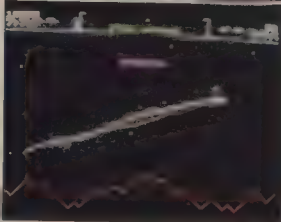
GRAPHICS	84%
SOUND	87%
VALUE	75%
PLAYABILITY	73%
<b>OVERALL</b>	<b>75%</b>



▲ A defender cuts off the photon laser



▲ The Defender ship unleashes photon destruction!



▲ The lightning smart laser lashes out at the enemy

ST  
£24.99

Just as good as the Amiga game, with a little bit of speech thrown in for good measure! As Datastorm isn't available on the ST, check this out

**OVERALL 79%**

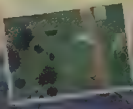
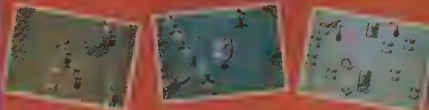


From the programmers of S&W's "the shoot 'em up of the eighties," comes SWIV, the shoot 'em up of the nineties



# SWIV

Available September 24th on PC, Amiga, and Atari ST



IMPROVE  
DYNAMIC  
LOADER  
SYSTEM



# REVIEW

## FOOTBALL DRIVE

By [illegible] and [illegible]

**DEVELOP**  
[illegible]

**THE QUARTERBACK**

Copyright © 1994 EA GAMES, Inc.

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3. [illegible]	12. [illegible]
4. [illegible]	13. [illegible]
5. [illegible]	14. [illegible]
6. [illegible]	15. [illegible]
7. [illegible]	16. [illegible]
8. [illegible]	17. [illegible]
9. [illegible]	18. [illegible]

THE TEAM [illegible]

Quarterback Tim Lincecum...  
After a successful playing career...

After a successful playing career...  
John Madden's new game...

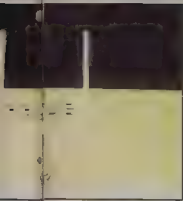
▼ The Quarterback decides which player to pass to.



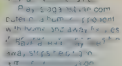
# JOHN MADDEN'S AMERICAN FOOTBALL



# AMERICAN ALL



A photograph of a large, multi-story building with a sign that reads "OFFENSE GALLERY". The building is dark-colored and has a modern architectural style. The sign is illuminated and stands out against the building's facade. The photograph is taken from a low angle, looking up at the building.

[illegible][illegible]

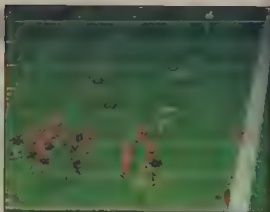


# REVIEW

## JOHN MADDEN'S AMERICAN FOOTBALL



▲ Los Angeles talk tactics.



▲ Just like the real thing!

### ALL THE RIGHT MOVES

To succeed in this game, it's crucial to have a grasp of the offensive and defensive moves available. When it comes to choosing plays, both sides huddle up and the menus at the top of the screen scroll left and right to reveal the different defensive and offensive moves available. If you're on offense and want to play a pass, use men with good catching ability; if the ball will bounce right out of their hands, likewise, when trying a running play, choose players who are fast on their feet, or the other team will bring the running back to the loop before he's made any distance. The defense's best tactic is to try and work out his opponent's most logical move. Hope he's logical enough! Use it then select a play which backs his progress or perhaps even allows an interception which will turn the game around.



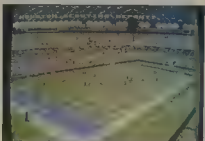
▲ The offense choose their strategy



▲ And the defense get ready to counter their efforts



▲ After the match Mr Madden himself appears to tell you yours



▲ Before the match the scouts report on the opposition's strengths and weaknesses...

### VITAL STATISTICS

As with any American sport, realms of statistics are heavily featured throughout the game. Tote her with the scouting report on the teams which lists their strengths and weaknesses, this helps in the decision for a team and allows for 'spying' on the opposition. At the end of each half John Madden appears to give the stats so far. These include the number of first downs made, the rushing yardage, how far each team has carried the ball, the passing yardage, the length of throwing plays, and defensive sacks. How often the defense has knocked down the opposing quarterback is also shown.

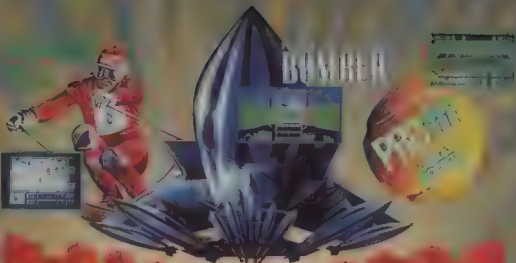
### MEGADRIVE £34.99

John Madden's stunning intro music (by ex-C&G maestro, Rob Hubbard) lets you know that this game is something special, and things just get more impressive from then on! The array of options and statistics gives this the kind of realistic feel that was missing from Megadrive Cyberball. On top of that the game is packed little extras further help to set this apart from other console sports sims; the dances done by the player making the touchdown, for example! Although the game is quite daunting at first (there are so many decisions to make, a couple of games will teach you all the skills necessary to roundly trounce the computer, and after that you'll be ready to take on a skilled human opponent. With gorgeous graphics, superb sound and perfect playability, this is a Must-Have game for Megadrive owners.

MATT REGAN

GRAPHICS	93%
SOUND	90%
VALUE	96%
PLAYABILITY	95%
OVERALL	95%





# CHALLENGERS



ATARI ST  
AMIGA, IBM PC and compatibles  
COMPTON 486, SPECTRUM and AMSTRAD CPC  
Note: KICK OFF is not available on the PC version.  
Note: In the SPECTRUM version, STUNT CAR  
RACER and SUPERSTREET are replaced by CARRIER  
CHALLENGE, P47 and ROCK DANGEROUS.

CHALLENGERS  
NATION'S HOUSE  
100 READING ROAD  
VALE OF ABERYSTWYTH  
WYLLYVALE, Ceredigion  
SA71 4LH  
Tel: 0222 866 290

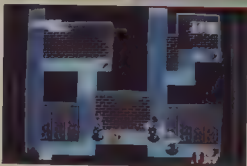
**SET OF SIMULATIONS all versions.**

Achieve excellence with this superb set  
that combines the greatest **SIMULATION HITS!**  
**CHALLENGERS! Definitely RESERVED FOR THE BEST!**

**ULTRA-GO**

CHALLENGERS  
NATION'S HOUSE  
100 READING ROAD  
VALE OF ABERYSTWYTH  
WYLLYVALE, Ceredigion  
SA71 4LH  
Tel: 0222 866 290





▲ Run, gun the Joker's minions!



▲ Get that Batarang power up, Batman!

# BATMAN

BY SUNSOFT

Evil stalks the streets of Gotham City in the twisted form of the Joker, alias crazed criminal Jack Napier. The city needs a hero to save the day and who should make an appearance but Batman! Life-long good guy and champion of the citizens of Gotham.

Closely following the plot of the movie, this Engine card puts the player in the role of the black garbed one with the object being to defeat the Joker over 50 four way scrolling maze-like levels. In each level there are a number of objects either to collect or drop in order to progress to

the next level. Batman starts out his crusade in the streets of Gotham City where he collects canisters and bottles in order to break the Joker's deadly Smilax combination. At the Axis Chemical Factory, bombs are dropped on crosses (Crackdown-style) in order to blow the place into oblivion and beyond. Other levels include the Flugelheim Museum, where Batman undoes the damage caused on priceless works of art by the Joker, and Gotham Cathedral - the scene of the final confrontation.

Batman has to keep an eye out for the Joker's evil cronies. Where appropriate,

## UPDATE

Just about every console and computer version of *Batman* has been reviewed and they're all pretty hot stuff - especially the totally brilliant Gameboy version!

## THANKS!

A big 'Ta!' to PC Engine Supplies of Stoke for supplying us with the *Batman* game card. Contact them on (0782) 712759.

he can also sling a batarang to disable his foes and then finish them off with his bat-fist. Watch out for power ups which increase batarang speed and range.

▼ Call 1-800-333-3333 free to call Gotham



PC ENGINE  
£35.00

I thought the PC Engine version of *Batman* was little more than a sort of tarted-up PacMan when I first clapped eyes on it, what with walking around a maze collecting items and the like, but after a while the action gets strangely addictive and you have to come back for one more go! The graphics aren't exactly the best the Engine can come up with and the whole map seems to be arranged in conspicuous blocks. The sound though is totally superb - all of Sunsoft's *Batman* conversions have featured amazing music and the PC Engine game is no exception. Special mention must also go to the amazing end-of-level animations sequences - they're just totally gob-smacking, especially the film-quality *Batwing* sequence! Lastability is *Batman*'s problem, though. It won't exactly glue you to the Engine and it is pretty simple to complete with no real incentive to drag you back for more.

RICHARD  
LEADBETTER

GRAPHICS	82%
SOUND	94%
VALUE	74%
PLAYABILITY	85%
OVERALL	80%



# THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Out Run	Kixx	●	●	●	●	●
2	1	Guardian Angel	Code Masters	●	●	●	●	●
3	-	Target Renegade	Hit Squad	●	●	●	●	●
4	-	Jaws	Alternative	●	●	●	●	●
5	5	Quattro Adventure	Code Masters	●	●	●	●	●
6	9	Quattro Super Hits	Code Masters	●	●	●	●	●
7	4	Quattro Combat	Code Masters	●	●	●	●	●
8	2	Run the Gauntlet	Hit Squad	●	●	●	●	●
9	-	Track Suit Manager	Hi-Tec	●	●	●	●	●
10	8	Rastan	Hit Squad	●	●	●	●	●
11	10	Paperboy	Encore	●	●	●	●	●
12	-	Quattro Arcade	Code Masters	●	●	●	●	●
13	-	R-Type	Hit Squad	●	●	●	●	●
14	3	Soccer Double	E+J Software	●	●	●	●	●
15	-	Treasure Island Dizzy	Code Masters	●	●	●	●	●
16	-	California Games	Kixx	●	●	●	●	●
17	14	Yogi's Great Escape	Hi-Tec	●	●	●	●	●
18	6	Shadow Warriors	Ocean	●	●	●	●	●
19	11	Hong Kong Phooey	Hi-Tec	●	●	●	●	●
20	-	Question of Sport	Encore	●	●	●	●	●



**Y**eeurgh! What's Out Run doing at the top of the charts? It's a big name but a bit of a duff game. What's worse, there's only one full price game in the whole top 20, and only four

or five of the rest are much cop! So much for progress, eh? No doubt the Turtles will be kicking butt when they hit the streets next month.

# THE C+VG CHARTS



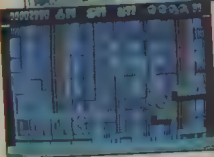
## AMIGA TOP 20

1	-	F19 Stealth Fighter	Microprose	92%
2	-	Indy 500	Elec Arts	91%
3	-	Adv Fruit Machine	Code Mstrs	75%
4	4	TI Dizzy	Code Mstrs	80%
5	10	Yogi's Grt Escape	Hi-Tec	83%
6	-	Cadaver	Mirrorsoft	93%
7	19	Fast Lane	Action 16	24%
8	-	Turrican	Rainbow A	93%
9	-	Targhan	Action 16	61%
10	12	Drum Studio	Players	60%
11	14	Spy Who Loved Me	Domark	91%
12	-	Supremacy	Virgin	83%
13	13	Iron Tracker	Smash 16	49%
14	2	Kick Off 2	Anco	95%
15	-	Wheels of Fire	Domark	79%
16	1	Corporation	Core	82%
17	17	Killing Game Show	Psygnosis	83%
18	-	Ruff and Reddy	HiTec	68%
19	-	Boulder Dash	Wicked	80%
20	-	Captain Blood	Smash 16	70%

Crikey! Simulation City this month as F19 Stealth Fighter flies straight to the top followed by the sim-sational Indy 500! Nice to see Turrican's guest appearance so long after its release

### OUR TIP FOR THE TOP

Well, no sign of the totally amazing Lotus game yet so expect to see that somewhere in the top ten and if those Turtles don't hit number one then we'll be monkeys uncles



Jeez! yet more Quattro malarkey! What is it with you 64 owners? Code Masters occupy seven out of the twenty positions! Outrun's budget re-release zooms it right back to the top, and there's absolutely NO full-price games in the chart at all!

### OUR TIP FOR THE TOP

Well Christmas means loads o' wonga being splashed out, and we reckon that the brilliant Super Off Road and of course, those darn Turtles will figure in the top ten along with SC1 and maybe even Robocop 2!

## 664 TOP 20

1	-	Outrun	Kixx	44%
2	8	Quattro Adv	Code Mstrs	77%
3	13	Quattro Super Hits	Code Mstrs	65%
4	-	Target Renegade	Hit Squad	80%
5	-	Run the Gauntlet	Hit Squad	77%
6	1	Quattro Combat	Hit Squad	72%
7	6	Guardian Angel	Code Mstrs	67%
8	3	Big Foot	Code Mstrs	40%
9	-	Road Blasters	Kixx	73%
10	14	Paperboy	Kixx	59%
11	11	Quattro Arcade	Encore	47%
12	-	Track Suit Manager	Code Mstrs	67%
13	-	Salamander	Hi-Tec	80%
14	5	Fantasy Dizzy	Hit Squad	93%
15	7	Quattro Sports	Code Mstrs	81%
16	12	Jaws	Code Mstrs	70%
17	-	California Games	Alternative	25%
18	-	Hong Kong Phooey	Kixx	95%
19	2	Soccer Double	Hi-Tec	38%
20	9		E+J	65%



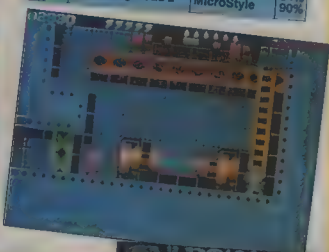
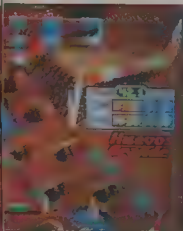


Ool, eck, missus! How could the extremely half-Italian 1990 claw its way back to number one? On the plus side, Lotus Esprit Chase has burned into the charts, but apart from that...

## OUR TIP FOR THE TOP

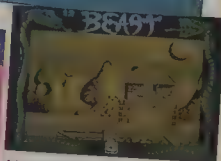
Well, they might not have crawled out of the sewers this month, but you can bet your bottom dollar those Turtles will be chopping up the charts next time round!

EARLY TOP 20			
1	18	Italia 1990	Code Mstrs 38%
2	-	Adv Fruit Machine	Code Mstrs 76%
3	8	Ti Dizzy	Code Mstrs 80%
4	9	Targhan	Action 16 38%
5	-	Team Yankee	Empire 82%
6	-	Guardian Angel	Code Mstrs 73%
7	11	Kick Off 2	Anco 95%
8	5	Future Bike	Hi-Tec 72%
9	15	Yogi's Gt Escape	Hi-Tec 83%
10	-	Lotus Esprit Chase	Gremlin 89%
11	2	F-19 Stealth Fighter	MicroProse 89%
12	1	Shadow of Beast	Psygnosis 60%
13	-	Gremlins II	Elite 82%
14	-	Platinum	US Gold 84%
15	-	Captive	Mindscape 93%
16	16	WC LeaderBoard	Klassix 89%
17	-	Iron Tracker	Smash 16 24%
18	-	Boulder Dash Kit	Wicked 77%
19	4	Shadow Warriors	Ocean 84%
20	-	Rick Dangerous 2	MicroStyle 90%



## SPECTRUM TOP 20

44%	1	Jaws	Alternative 37%
77%	2	Outrun	Kixx 70%
65%	3	R-Type	Hit Squad 88%
80%	4	Track Suit Manager	Hi-Tec 80%
77%	5	Target Renegade	Hit Squad 85%
72%	6	Soccer Double	E+J 68%
67%	7	Rastan	Hit Squad 89%
40%	8	Paperboy	Encore 85%
73%	9	Run the Gauntlet	Hit Squad 74%
59%	10	Quattro Combat	Code Mstrs 67%
47%	11	Guardian Angel	Code Mstrs 40%
67%	12	Ti Dizzy	Code Mstrs 80%
80%	13	Match Day 2	Hit Squad 87%
93%	14	Quattro Adv	Code Mstrs 63%
81%	15	Quattro Arcade	Code Mstrs 73%
70%	16	Football Champs	Cult 63%
26%	17	Question of Sport	Encore 40%
95%	18	Fantasy Dizzy	Code Mstrs 80%
38%	19	Outlaw	Players 68%
65%	20	Pro Boxing	Code Mstrs 79%



A load of tepid budget gear is replaced at the top of the chart by... another load of new budget gear! Argghh! That hideous effort, Jaws, hits the top closely backed by Kixx's Outrun release. The more deserving R-Type steams in close behind...

## OUR TIP FOR THE TOP

Flippin' eck! If those Turtles don't make the top slot by next month then we'll be most surprised. Keep an eye out for the funky Shadow of the Beast also.



## AMSTRAD TOP 20

1	-	R-Type	Hit Squad	79%
2	-	Target Renegade	Hit Squad	80%
3	4	Quattro Sup Hits	Code Mstrs	
4	1	Guardian Angel	Code Mstrs	
5	3	Quattro Adv	Code Mstrs	74%
6	2	Quattro Combat	Code Mstrs	63%
7	-	Quattro Arcade	Code Mstrs	65%
8	5	Operaton Hormuz	Alternative	74%
9	11	Jaws	Alternative	
10	-	Outrun	Kixx	47%
11	12	Run the Gauntlet	Hit Squad	70%
12	-	California Games	Kixx	45%
13	20	Hong Kong Phooey	Hi-Tec	37%
14	9	Paperboy	Encore	
15	-	Track Suit Manager	Hi-Tec	
16	-	Question of Sport	Encore	40%
17	10	Pro Golf	Atlantis	70%
18	9	Rastan	Hit Squad	
19	14	Wombles	Alternative	72%
20	-	Superkid	Atlantis	73%



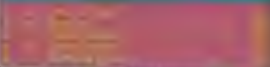
Crikey O'Reilly! You Amstrad gamers certainly go in for the old budget gear and no mistake. Tons of re-releases infest the Amstrad charts, but at least a golden oldie holds the top slot - R-Type!

### OUR TIP FOR THE TOP

Perhaps it was a bit premature to predict top spot for Turtles when the game wasn't out in time for this chart, but if those green martial artists and Gremlin's Shadow of the Beast aren't in the chart by next month we'll eat our hats and finish off our raincoats for dessert!



## PC ENGINE TOP 5



### PC ENGINE

...the top, followed by ...blast F 14 ...Speed

### MEGADRIVE

What a surprise - Strider still at numero uno, followed by the brilliant Rainbow Islands and Hellfire. The not-so-brill Dynamite Duke and Thunderforce III STILL hanging in there! Again, a very many PC Engine Supplies of Stoke for the chart

## MEGADRIVE TOP 5

1	1	Strider	95%
2	-	Rainbow Islands	93%
3	-	Hellfire	94%
4	-	Dynamite Duke	84%
5	-	Thunderforce III	95%



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**REVIEW**

**ENTRAD SPECTRUM**

# TEENAGE MUTANT HERO TURTLES

**TEENAGE  
MUTANT  
HERO  
TURTLES**

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# MIDWINTER



Eleven programmers and researchers worked for four man years to produce the masterpiece billed as "The Strategy Game of the Decade". The reviewers held their breath and then gasped in amazement at what they saw....

"Many games are billed as revolutionary, but Midwinter is probably the closest you are going to get to the title. Although the presentation is superb, it is the superb gameplay that sets it apart from other classics. Although your task is to destroy the evil General Masters, the gameplay allows you to perform the task in whatever manner you deem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any method can be used to win. Masters. Couple this with four modes of transport, numerous missions, and an involving storyline, you have a game that really does live up to its classification." **ST Action** May 90

Midwinter has convinced me for the first time ever that a game can be really clever and incredibly playable. It is an absolutely phenomenal game and there are no

phenomena game and there are no reasons not to buy it. Absolutely stunning." **Zero March** 90

"A landmark in computer entertainment." **The One** Feb 90



"Undoubtedly set to be a classic." **C&VG** March 90

The most atmospheric, utterly magnificent game ever played and won play a year. **ZZAP!** April 90

Midwinter is the story of one island's struggle for survival in a new Ice Age. Its Gaup chart history is one of triumph and terror. Number 1 For one hell of a Cool ride, pit your wits against Midwinter from Rainbow's Christmas.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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 Whitbread Inc.  
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It's 30 feet wide, 59 feet long and has an almost invisible radar signature. It's the plane that the US Air Force won't talk about - but when MicroProse revealed it to the world, the reviewers spilt the beans about the F-19 Stealth Fighter....

Fast, smooth and technically sophisticated. The game's major advantage is its tactical scope. The four mission eras, cold war, conventional and limited war situations plus the selection of available options translate into a huge number of different missions, each with its own level of enemies, radar installations and alerted bases to face. Flying a successful operation draws on a variety of different skills.



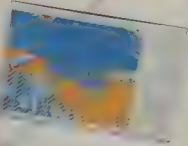
radar negotiation, bombing accuracy, air-to-air improvisation and plane handling skills. Presentation rights down to the expansive manual is impeccable throughout. For strategic depth and variety of gameplay, there's very little to touch it.

The One July 90

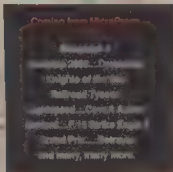
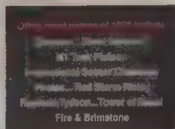


"F-19 is the business. I deal with state of the art kit and is a state of the art sim. Stealth is the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game. Amiga Format Nov 90

This definitely has to be one of the best flight sim I-E greatest flight sim out." C & V Oct 90



F-19 Stealth Fighter justified the reviewers praise by soaring to the top of the Gallup charts. This is one fighter that they can't keep under wraps. If you're looking for the best flight simulator available this Christmas, don't rely on radar. Rely on MicroProse.





# RICK DANGEROUS



Rick Dangerous shot to stardom in his first romp around South America, Egypt and Europe. Finding earthly adventure not enough, he shoots off into space in Rick II, continuing his quest to overcome the Fat Man.

Did the reviewers welcome Rick returning in a Flash? You bet your life on it.

"By now, Rick Dangerous has earned its place in the hall of fame for classic platform games, but just when everyone was taking it for granted, along comes the sequel - and it's even better than the original! The graphics have been polished up, the sound effects are funnier and the gameplay is more fluid and enjoyable. With a little thought all the puzzles can be worked out (and some of the solutions are very strange!). Even if you haven't played the original game (where have you been?) Rick Dangerous II is well worth a generous slab of any gamer's time. But a generous slab could have you sitting in front of your computer for days without rest. You have been warned...but buy it anyway." *Amiga* Nov 90

"Rick II is a compulsive game."



When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games."

*Amstrad Action* Nov 90

"The gameplay is superb, involving and addictive. It is

AMSTRAD ACTION	DATE	CAVE	AMIGA	YOUR	CRASH
97%	95%	95%	95%	95%	95%

the sheer volume of challenge and entertainment in this game that makes it absolute corker!" *Raze* Nov 90

Rick Dangerous is everyone's favourite original superhero - and he's planning to eat turtles for brekkie on Christmas Day.



Santa should be able to find these games in any good software store.

He can find MicroProse at:

Unit 11, Hampton Rd, Industrial Estate,

Telbury, Glouc.

or by telephone:

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# REVIEW

## UPDATE

versions for Amiga, ST, PC and C64 should be out at this moment. These all have a save-position facility, which the Spectrum and Amstrad ones don't. The Amiga version has been significantly improved from the original US version, and is now on a single disk, with less multiloading as well as graphics, sound and gameplay improvements. Watch out for it!

## AMSTRAD

£12.99

I have to say I was a bit disappointed with the American Amiga Turtles game when we saw it a few months back, and so I didn't expect great things of the Image Works conversions of the same game. However, I'm quite gobsmacked by this Amstrad version! It's not the most original or ambitious of game concepts, but it's surprisingly good fun to play. The platforming beats 'em up action is good enough, but the ability to flip between different characters provides the essential Turtle teamwork element. The above-ground graphics are a bit weedy, but the platforming sections are very well-drawn - big colourful sprites, all nicely animated, and the Turtles masks are even the correct colours! Even if you're not the world's most manic Turtles fan (I'm not), you may well find yourself pleasantly surprised by this excellent licence, which deserves to sell like hot cakes.

PAUL GLANCEY

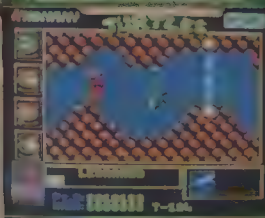
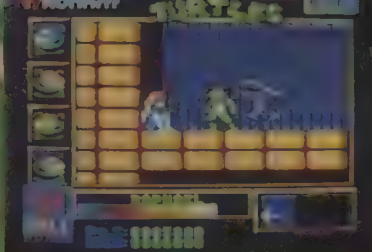
GRAPHICS	84%
SOUND	40%
VALUE	85%
PLAYABILITY	88%
OVERALL	88%

## SPECTRUM

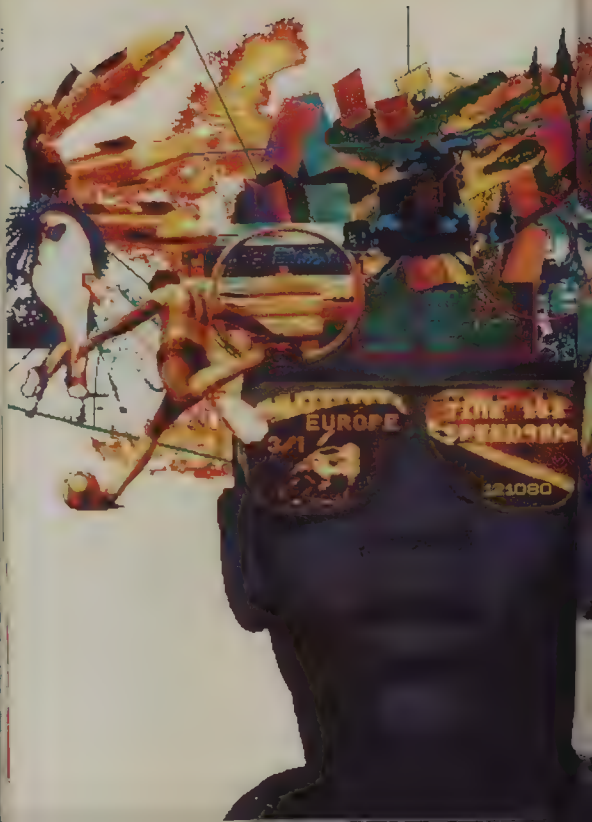
£12.99

This version (and the Amstrad version, actually) were programmed by the team behind *Savage* and *Dan Dare III*, so it uses lashings of colour very well. The sprites aren't quite so nice as the Amstrad version's, but the gameplay is just great. Guaranteed to please Turtles fans across the nation!

OVERALL 85%









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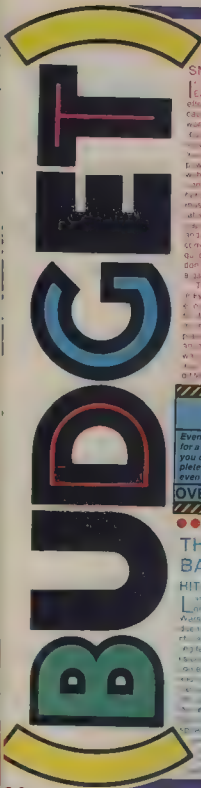


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## IRON TRACKER SMASH 16

It's a shame that The Earthworms are a little slow and a little boring, but it's a shame that they're a little slow and a little boring. The Earthworms are a little slow and a little boring, but it's a shame that they're a little slow and a little boring. The Earthworms are a little slow and a little boring, but it's a shame that they're a little slow and a little boring.

The game is a simple one, but it's a little slow and a little boring. The Earthworms are a little slow and a little boring, but it's a shame that they're a little slow and a little boring. The Earthworms are a little slow and a little boring, but it's a shame that they're a little slow and a little boring.

ST
£4.99
Even if you're desperate for a 16 bit budget racer, you'd be better off completely ignoring this, even for a fiver.
OVERALL 39%

## THE EMPIRE STRIKES BACK

### HIT SQUAD

It's a shame that The Empire Strikes Back is a little slow and a little boring, but it's a shame that they're a little slow and a little boring. The Empire Strikes Back is a little slow and a little boring, but it's a shame that they're a little slow and a little boring. The Empire Strikes Back is a little slow and a little boring, but it's a shame that they're a little slow and a little boring.

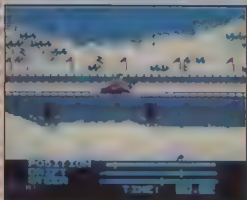


The game is a simple one, but it's a little slow and a little boring. The Empire Strikes Back is a little slow and a little boring, but it's a shame that they're a little slow and a little boring. The Empire Strikes Back is a little slow and a little boring, but it's a shame that they're a little slow and a little boring.



C64
£2.99
Slow, boring, repetitive, and not the fast action-packed game you'd expect. Save your wonga.
OVERALL 42%





## THE GAMES: WINTER EDITION KIXX

This sequel to Epyx's original Winter Games enters the player for seven snow-bound sports: namely, the huge (a) suicidal bobsled run, (b) figure skating, speed skating, downhill, slalom and cross-country skiing, and the six jump. Up to eight people can compete for the coveted gold medal.

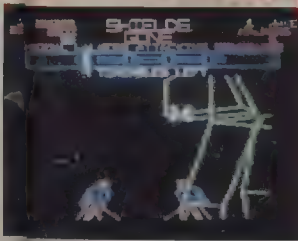
This episode in the series wasn't programmed by Epyx's original Games team, and it shows in all the variations. The graphics are decent in most respects, although the sprites do tend to look a little deformed from

the time. However, the overall feel of the game is a little slow, a factor which can be downright infuriating when you've got about 0.02 of a second to complete the Luge run, and the response time isn't fast enough to stop you hurtling into a wall. Overall, a not too bad game, but the playability is, so, there in the same quantities as the likes of Summer Games II, World Games, and California Games.

**AMSTRAD  
£2.99**

*A fairly decent collection of wintry sports at a pretty good price, but try before you buy*

**OVERALL 81%**



## R-TYPE

### HIT SQUAD

When this first hit the streets two years ago, the world and his wife were to put a mid-y gob smacked to see a brilliant item coin op translated so well onto the humble Speccy. Now it's getting a new lease of life as a budget re-release, and it's all the more brilliant for it.

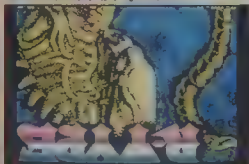
It's a horizontally scrolling shooter with bags of power-up weapons, a drone which can be attached to both the front and rear of the ship, and loads of horrible aliens to blast all in glorious technical war. Yes indeed, looks long

**SPECTRUM  
£2.99**

*A great conversion, and at the magic price, too! Purchase immediately!*

**OVERALL 93%**

of colour, with the minimum of attribute clash. Okay, it's got a rather naff multi-loader, but with a game that's as addictive and playable as this, such things can be overlooked. As far as this conversion's concerned, if you didn't go out and purchase it then, get it now!





## MIG 29 CODE MASTERS

Oh my goodness, those naughty capitalist Americans have invaded. Time to unleash the MIG 29 interceptor and blow away those evildoers! Unfortunately Code Masters' attempt to create a budget version of Afterburner is sadly lacking in just about every department.

The graphics are seriously dull with little platform action and the plane looks as if it's from the 1970s. The

sound is dreadful, and enough to inspire you to smash your fists into the sand. The fragments and the gameplay, while the plot is, of course, boring and dull. The max Even with its rich, amazing weapons, as a nuclear bomb cleverly re-invented by a buzz with an 'H' written on it, this game is completely devoid of any redeeming character traits or whatsoever unless you set it to the task to keep water during the long winter months.

**AMIGA**  
**£6.99**

*Bleeurgh! Mig-29 is an absolute travesty of a game, and certainly not worth the seven quid asking price!*

**OVERALL 20%**

**ST**  
**£6.99**

*Just as crap as the Amiga version, if not more so! Leave it well alone, unless you enjoy flushing your money down the loo.*

**OVERALL 19%**



## TARGET RENEGADE

### HIT SQUAD

After the original Renegade co-op was successfully converted to home computers, Ocean took a few liberties with the license, and released this, the second in the Renegade trilogy. As you might have guessed, it's a beat 'em up set across the five levels that make up Scumville, an urban jungle infested with the worst lowlifes you could imagine. The aim of the game is simple: dull up everybody and everything whilst keeping your own skin intact. The Amstrad version





## TARGHAN

### ACTION 16

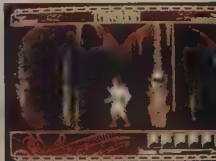
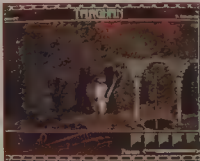
When this was first released, the general consensus of opinion was a resounding yawn. Now Tarquite frankly it's still as uninteresting now as it ever was, even for a veteran of the everyday hack 'n' slash with a smidgen of puzzle-solving thrown in. The Leelake hero

leaps around dodging legions of darkness to a pulp with a mere flex of his biceps. The graphics are okay, and some of the backdrops are very well drawn indeed, but the animation is lacking in a lot of ways, with spry, jask-cabre breakdancers, remember those? and the sound is reasonable but a little sparse. Essentially Targhan can be summed up in one word: yawn.

ST

*Pretty yawnsome all round. Not the best of sword-slingers to start with, but a decent effort and spend it on something worthwhile.*

**OVERALL 55%**



**RENEGADE**

£2.99

A dashed good game, and as a budget re-release Target Renegade should be snapped up at the first opportunity.

**OVERALL 90%**

of the engine was little short of excellent, and Target Renegade carries on the tradition in fine form, with large, colourful sprites and addictive lumpy fun and for the budget price, you can't do better for a budget beat 'em up. If fighting's your thing, or mung grab it quick.

## RUN THE GAUNTLET

### HIT SQUAD

Remember the old all-action version of the Hypertion Factor assault course presented by Motion Mophead? Show them when it was made, and you'll see how much it has improved. It's a bit of a shame that the game is a bit of a

miniature version of the game.

The game has three levels: land, sea and sky. The first is an unending assault course that is a good mix of the physical and the mental. It's a bit of a shame that the game is a bit of a miniaturized version of the game.

C64

£2.99

An interesting sports game which is pretty good value for three boys. Check it out.

**OVERALL 77%**





# LINE OF FIRE

U.S. GOLD

## SEGA

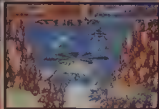
Available on  
CBM 64/128 & Amstrad cassette & disk,  
Spectrum cassette, Amiga & Atari ST



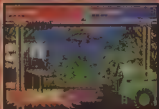
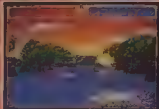
"THIS TIME  
THEY'VE  
TOOK



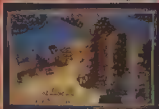
ME  
GONE  
DAMNED  
FAR!"



Amiga version



Amiga version



Screen shots are only intended to be illustrative of the game play and are not intended to be a representation of the game play or the game's graphics. The quality and appearance of the game play and the game's graphics are subject to the manufacturer's discretion.

U.S. GOLD



# UPDATE

LOTUS  
TURBO  
ESPRIT  
CHALLENGE  
GREMLIN



ST  
£24.99

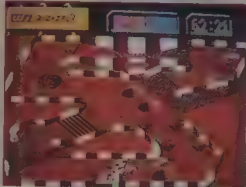
One of the greatest ST road racers available, unbeatable in two player mode

**OVERALL 89%**

**SUPER OFF  
ROAD  
NINTENDO**

[illegible][illegible]

on a new, as a decided  
with 1.3 by 1.5 x 1.5  
raters on the 1.5 x 1.5  
Super C HR, a 1.5 x 1.5  
jump in the



**NINTENDO**  
**£29.95**

*Pretty decent racer  
marred only by slightly  
strange gameplay.  
Check it out neverthe-  
less.*

**OVERALL 84%**



SPIDERMAN  
ENTERTAINMENT  
INTERNATIONAL

**M**elanie made a new friend, a mischievous girl with freckles and a mischievous grin. They were the only two girls in the class who were not from the city. They were the only two girls who were not from the city. They were the only two girls who were not from the city.

had a report that they  
 to have, the same as the  
 Am. gov. have a plan  
 a few more million of  
 the same.

Amiga 505 - the so called  
"Amiga 505" - the so called  
"Amiga 505" - the so called  
"Amiga 505" - the so called

## C64

A single load and it's just as good as the 16-bit game! Seek and purchase NOW!

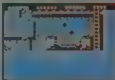
**OVERALL 87%**

## ST

*Very playable very addictive arcade adventure Recommended without delay!*

**OVERALL 87%**

**RICK DANGEROUS 2**  
**MICROSTYLE**



## C64

Graphics are a bit blocky, but all the gameplay remains intact. Put this on your shopping list or feel very stupid indeed.

**OVERALL 90%**

**AMIGA**  
**£24.99**

A classic sequel that more than improves on the original Rick Dangerous 2 is £24.99 well spent

OVERALL 90%

**SPECTRUM**  
£9.99

**Loadsa colour and  
hyper-addictive action  
make this a must-buy!  
Go get it!**

**OVERALL 90%**

**AMSTRAD**  
£9.99

*Just as good as the 16-bit game, with a near-decent soundtrack thrown in for good measure!*

OVERALL 90%

**SUBBUTOO**  
**ELECTRONIC ZOO**

**S**ubbed out Or Oil Or Oil? Yes, that person's favorite table-top cloth round soccer action is now yours for the taking but on your lusty computer. Subbed out on the 6-bus is much the same caper as the 16-bit game reviewed in the November issue, but the 3D rotating push has been replaced by an overhead 2D view instead of the usual soccer-type computer action; the gameplay is how Subbed out tries to let you, you know

**SPECTRUM**  
**£9.99**

*Quite a colourful game, but the action is slow and unrewarding. Avoid*

**OVERALL 64%**

moving one player at once by choosing a direction and "flicking" it.

This is hardly exciting stuff by any stretch of the imagination. The pace is slow and tedious and with the overhead viewpoint it's as if you're just controlling a team of coloured circles rather than the distinctive pinstriped players. You'd be better advised to

save up those shakels either for a better soccer game (and there are plenty of those about) or buy the real thing instead.

**C64**  
**£9.99**

Not really that much difference from the Spectrum game. Add Microprose Soccer or Emilyn Hughes to your collection instead.

OVERALL 64%



THE BITTEN HAS BEEN



TO LAUNCH A BRAND NEW RANGE OF  
**16 BIT TITLES**

FROM



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FOR THE  
**AMIGA**



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FOR THE  
**ATARI**

HIT BRANDS HIT GAMES HIT EQUIPMENT



Looks like there's trouble in the Octagor system. A kid's video games have posed their Essex Tiger To Arms and washed themselves in American cannon, a weapon so powerful that one shot can destroy an entire galaxy. Time to get a little more here you might think, but we haven't quite got to the main part yet. Well, it's a pretty good one, the last one.

# AWESOME

BY PSYGNOSIS ▼ Super chunky 3D graphics



you complete a few tasks.

A top-down mission is split into three sections. First if you have a way to your gun, then blasting any enemy with a shot is just a matter of getting in your way. This is followed by a new mission where you'll have to shoot down a few enemies and then a few more.

After that you'll have to draw on the pattern of the ship's hull and kill an enemy. And finally, the Dragon's head is in the way. This section was the most of a very speedy Space Harrier style shoot-out with vast numbers of enemies and a few more.

Amazingly and the whole game is on a

▲ Insane blasting malarkey with free T-shirt!

you, and more playing and running the landscape looking for the right gun. Where you're going, we'll find you. And finally, the mission are chosen. Make sure you get there before the mission is down. The game is a

## UPDATE

Psychosis plan to release a similar ST version in December, which will emulate the Amiga game as far as possible. How will the graphics and sound compare? Watch out for the update, next issue!

AMIGA  
£34.95

Make no mistake graphically and sonically Awesome is totally, um, awesome! The amazing super-smooth graphics and superb animation are backed with a number of funky soft-metal soundtracks, but as wise men often say, "Good graphics and sonics alone do not a good game make". All of the various sub-games are polished and playable, but none have any real depth and although Psychosis have tried to keep disk access to a minimum, it's still a right royal pain in the jackie. The option to minimize access by turning the sound off is a bit of a non-starter how about just one atmospheric soundtrack that always stays in memory instead? Any road up, I had a good few hours of fun with Awesome but after that, even the nice graphics weren't enough to keep me playing. It's another tremendously stylish package from Psychosis, but as far as gameplay goes, Awesome is a little disappointing.

LEAD BETTER

GRAPHICS	93%
SOUND	92%
VALUE	82%
PLAYABILITY	80%
OVERALL	81%



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PUT ME INTO A  
SEGA  
from Virgin

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►AMIGA

REVIEW

# MASTERBLASTER



▲ A terrifying face-to-face confrontation

## BY RAINBOW ARTS

Back in the heady days of 1984, Lucasfilm released a game that would have a profound effect on games to come - Baliblazer. Now, six years later, Rainbow Arts have resurrected this classic for 16 bit owners. The result - Masterblazer!

The basic idea is a one-on-one sport, each player (be they either human or computer) takes control of a Rotofoil, a nippy vehicle designed for turning at right-angles in a split second. The playing field is a huge chequered court, with two pairs of mobile goalbeams traversing each end of the field, with each player fighting for possession of the

ball - a sphere of plasma energy. To win each game you have to score more goals than your opponent by blasting the ball between his goalbeams.

An additional form of competition (which wasn't featured in Baliblazer) is a Rotofoil race along slalom courses



**C+VG  
HIT!**

## UPDATE

Masterblazer should be blazing its way onto an ST and PC near you any day now, and should be almost the same, bar a few colour and sound differences. As far as the 8 bits go, Baliblazer has been knocking around on budget for the Atari XE, C64, Spectrum and Amstrad for some time now

AMIGA  
£24.99

It's great to see some old 8 bit classics being jazzed up and transferred to the 16 bits, and Baliblazer is just as playable now (as Masterblazer) as it ever was, if not more so. The speed and reactions of the Rotofoils make the game play very fast indeed, and the 3D graphics reflect this - the checkboard even anti-aliases to make the edges of the squares look smoother. The original Baliblazer music remains intact, as well as a whole stack of new tunes - all of which are stunning. As a one-player game, the whole thing can be a bit overwhelming, as the computer blasts goals in left, right and centre, but it's still enjoyable, nonetheless. In two player mode, the game really stands out as a super-competitive exercise for the adrenal glands. New options such as the race and the knockout tournament, as well as extras like the demo and Rotofoil blueprint screen, complete the package perfectly, making Masterblazer as much of a classic as the original. Put it on your Christmas list or live to regret it!

ROBERT SWAN

GRAPHICS	88%
SOUND	92%
VALUE	88%
PLAYABILITY	87%

OVERALL 89%



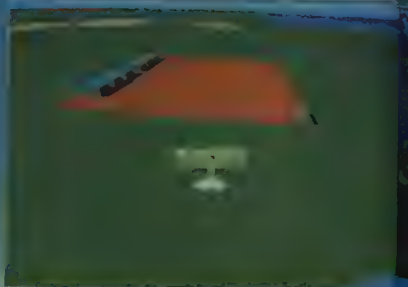
# REVIEW

## BY MICROPROSE

Having joined up to serve King and Country in the newly formed Royal Air Force, you are one of many trying to strive for glory in the skies against the Hun in the Great War, and with such names as Richtofen and Rickenbacker to contend with, yours is not an easy task.

You have the choice of whether or not to tackle any of these airborne warriors utilising any aircraft at your disposal (including those of the enemy), but if you feel that you're not yet up to the strain of engaging such aces in solo combat, you have the option of choosing an aircraft from the 20 available just to practise flight skills.

Once suitably prepared, you may begin your career as a pilot properly, with the goal of surviving the war, and having the best record of enemy



▲ Coming in to land after a successful mission

# KNIGHTS OF THE SKY

kills of any pilot, on either side.

Daily mission assignments give you the chance to fly out into enemy territory, down a few enemy kites, after five you receive the title of Ace and in order to be the best the Ace of Aces, you've got to beat the best, and continuous following of orders will mean an increase in rank and the eventual command over your own squadron!

Dinner parties, newspaper articles and gossip at the local pub will reveal information as to where enemy Aces are based, and hence, where to engage them. The reverse is also true, as cautious German pilots will do their best to locate you, and end your career doubtless quickly.

Flying your plane is no easy thing, as certain aircraft only have a limited flight ceiling, and trying to gain altitude

to quickly can end up in a rather nasty wreck of power to the propellers, twisting in the plane, stalling and you taking a nose-dive into the dirt. Flying the machine guns is not just a case of aim and shoot, either, I had a rather nasty tendency to get annoyed, but a quick thump in my fist is all that is needed.

The better you are, the better plane you get, but just remember, the Bosche kites are just as good, if not better,

and in the end, I bolts down to just one thing: how good a pilot you really are.

**C+VG  
HIT!**



PC  
£39.99

I'm a bit fussy when it comes to flight sims, but MicroProse have this tendency to deliver the goods every time, and this is no exception. Knights of the Sky is a sort of antique F-15 Strike Eagle II, and everything from the 3D graphics to the storyline itself gives the impression that more than the usual amount care and attention given to MicroProse games has been put into this. And quite frankly, it's got to rank as one of the best flight sims yet - apart from one thing: you really need a fast PC (anything less than 13 MHz just won't cut the cheese, as the plane suddenly becomes rather uncontrollable) with EGA or VGA graphics - all of which costs a lot of bread before you even consider the game's rather hefty price tag. Knights has a lot of nice touches which all combine to create a great atmosphere which you can really get into. Overall, this is an excellent flight-sim with loads of options, and which is exciting to play. It may be a bit expensive, but if you've a sufficiently powerful machine, this certainly merits your attention.

ROBERT SWAN

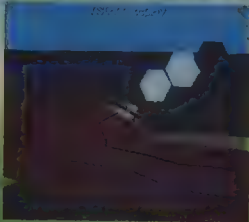
GRAPHICS	90%
SOUND	89%
VALUE	83%
PLAYABILITY	87%

OVERALL 88%

## UPDATE

Knights of the Sky should be soaring onto the ST and Amiga sometime during the latter part of 1991, and should be around the twenty-five quid mark. The graphics should be similar in most respects, but whether the 3D is as fast remains to be seen. Watch the skies (urgh!) for a review in a future ish.

▲ The devilish Hunt escapes a lead-lined death



▲ Argghhh! Disaster as the enemy shoot down our hero!







# TOYOTA

# CELICA



Screenshots from Amiga version

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\* Only available on Amiga and Atari ST versions.

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SPECTRUM, AMSTRAD-  
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FAMIGA

REVIEW

# PRINCE OF PERSIA

BY DOMARK

The mighty and righteous Sultan of Persia is out of the country at the moment, putting his enemies to the sword. Obviously Persia can't run itself, so the Sultan has left Grand Vizier Jaffar in the seedless variety of power to run the show. Power-hungry and mighty the Sultan may be, but even he is unaware that Jaffar is a closeted, megalomaniac who has evil selfish designs on Persia.

## C+VG HIT!

▼ A fight to the death in Jaffar's palace



▼ The evil Grand Vizier dispatches the Undead against our hero!



▲ One of Jaffar's henchmen is put to the blade

His plan for domination involves blackmailing the Sultan's daughter into marrying him, which isn't exactly good news for the player, who adopts the role of a young ad ventures who's in love with the princess.

Obviously something has to be done about Jaffar, and you must orchestrate a cunning rescue attempt by infiltrating the flick-screen platform palace, negotiating the traps laid by Jaffar (wobbly platforms that give way to a coarsely-fallen even spikes that suddenly spring out of the ground beneath you!) and disposing of any of his minions that get in the way.

Unfortunately, things aren't quite going to plan. You've been captured and thrown into the dungeons and they've taken all your possessions, even your trusty sword. That's not all—the evil Jaffar has given the Princess one hour to decide whether she'll marry him or not. You simply must rescue her before Jaffar becomes the Prince of Persia.

### UPDATE

Prince of Persia is scheduled to appear on the PC by the end of the year, and the ST early next year. Both versions promise to be exactly the same as the fab Amiga game reviewed here.

AMIGA  
£24.99

Prince of Persia's platforming action reminds me a lot of that old 8-bit classic, Impossible Mission. The other feature this has in common with IM is a superbly animated player sprite - it's extremely life-like and I defy anyone not to be impressed as the hero jumps, puts himself over walls, and even clings on for dear life before plummeting down a hole! One of the pleasures of Prince of Persia is discovering its many surprises - watch out for wobbling ceiling tiles because they usually lead to secret rooms. There's only one downer with this otherwise faultless product, and that's the fact that when you die you go all the way back to the beginning of the level. Argghhh! Still, watching Prince of Persia is like witnessing poetry in motion - playing it is better still!

RICHARD  
LEADBETTER

GRAPHICS	94%
SOUND	75%
VALUE	91%
PLAYABILITY	92%
OVERALL	90%



Think you're hard, do you?

Well, here's something to test your mettle: the ultimate trap, one so deadly it has remained untouched for over five hundred years, created by the evil Shankrya, tyrannical magic king and ruler of vast lands (there's always one, isn't there?).

The trap is set in a multi-level maze, peppered with platforms, traps and nasties galore. Viewed from side on, your task is to guide the hero, a beely barbarian with a small dagger and the ability to leap and bound like a hyperactive spring, through the many trials and tribulations that he before him.

It's not all bad news, dead monsters leave one of three different potions, red for magical weapons, green for spells and blue for curing powers. At any stage the spells can be accessed and used to their best effect, depending



▲ In an action shot, our hero runs left!

BY ANCO

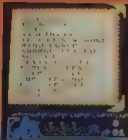
# DEATH TRAP

on how many potions have been collected.

At the end of each part of the labyrinth, a guardian will be waiting, ready to turn you into a large kobab. Defeat him, and you can move onwards, overcome the entire trap and Shankrya will be overthrown. Failure, however, is a very unpleasant prospect.

## UPDATE

Death Trap will be slicing onto the ST quite soon, for the same price of £19.99. There is the possibility of a C64 version some time next year, but apart from that, there's nothing planned on any other machine.



AMIGA  
£19.99

Well, this is a far cry from Kick Off 2, in more ways than one! Graphically and sonically, Death Trap is certainly a very nice game, with little touches here and there (especially the tiny "Strip Poker" women on the stats panel!), and everything is colourful and well animated, and the gameplay is okay, but nothing outstanding - jump around, hack a few monsters into bloody gobbets, cast a few spells, and Bob's your auntie's live-in lover. The problem lies in the level of difficulty - it's too damned hard to get off the first level without using most of your credits up! There's certainly nothing here that hasn't been done before - it's a platform game with added trilly bits, so to be frank, Death Trap is something that you should give severe consideration to before purchase.

ROBERT SWAN

GRAPHICS	82%
SOUND	80%
VALUE	75%
PLAYABILITY	77%
OVERALL	79%



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THE WORLDS BEST BUBBLE SHOOTER

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**AMIGA FORMAT - 87%**  
"The game is incredibly difficult to put down... simple and enjoyable games... Pang don't come along too often... the sheer addictiveness will keep you coming back for just a quick couple of hours gaming."

**CU - "CU SCREEN STAR" - 87%**  
"Superbly converted with plenty of bounce."

**Pang plays BRILLIANTLY!**  
"Ocean have managed to capture the feel of the Arcade game perfectly and that's what makes Pang a winner."

**ACE - 840**  
"Just wait till you play it... the game positively oozes addictiveness." "If you hanker for the days when games were fun and simple, buy Pang... you won't regret it!"

**ZZAP - 82%**  
"A polished conversion of a playable classic."

## WARRIORS BATTLE AGAINST BALLOONS



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...the world in the most addictive arcade game of the year from Mitchell Corp. A... eye and super fast reflexes will give... at a half chance of a win... the other... one if the bounce goes your way... Ocean Software 6 Central St Manchester M2 5NS Tel 061 832 6633



# REVIEW

EST

# GOLDEN AXE

## SELECT PLAYER



### CHOOSE YOUR WARRIORS

The three characters in the game each have their own strengths and weaknesses.

**Gillius Thunderhead**, the dwarf, is very strong and can deliver a powerful headbutt, though he's a little slow and his magic is not too effective.

**Ax Battler**, the barbarian,

can wield his sword to devastating effect, and his magic is more powerful than Gillius' too.

**Tyrus Flare** is an Amazon, sensibly clad in an armoured bikini, and has the best magical abilities. She's also the most agile of the three. However, she's not very resilient - hardly surprising considering she's only half-dressed! (I don't know - disgusting. Young people today - Ed.)



*His mother was killed by the evil*

**GILLIUS THUNDERHEAD**

THE DWARF

**AX BATTLER**

THE BARBARIAN

*His mother was killed by the evil*



**TYRUS FLARE**

THE AMAZON

*Her father and mother were killed by the evil*





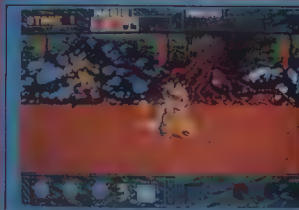


# REVIEW

**GIVE  
HIT!**



**DEATH-ADDER**



## DINO-WARS!

Climbing on the back of a beastie gives any character (be it the player or an opponent) a big advantage in combat. Your typical low grade dinosaur shown here, can spin around to whack any opponent with its tail, and can also

jump about. The second best beast is a small dragon that breathes fire at the ground in front of it, giving a severe suntan to anyone in the way. The top notch dragon is similar, but it can shoot fireballs over a long distance, chomping all and sundry. So saddle up and kick butt!



# REVIEW

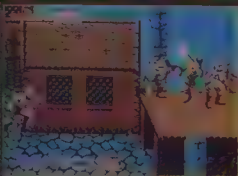
# GOLDEN AXE



MUSIC  
MONOTONOUS

## UPDATE

The Amiga version (reviewed here) is available now, and though the gameplay is the same, it features a full-screen playing area and greatly improved sound. The Spectrum, and Amstrad versions have also hit the shelves, and they all look promising. Check out



ST  
£24.99

Golden Axe was always a superior coin-op, and this home version is a terrific clone. Apart from the slightly smaller screen and the tinny sound effects, there's hardly anything between this and the Megadrive version - it's that good! This game offers everything a homicidal lunatic could ever want, so obviously it's been a big hit here in the C+VG offices! The animation of the sprites is unbelievably good; the figures move, fight and walk in exactly the same way as the original, and the superb backgrounds add a great deal of atmosphere and excitement. It's one of the best two-player games around and my only hesitation is over its fastability. It's not hard to complete and after that, interest in the game will wane dramatically. Still, it's hugely enjoyable and graphically stunning so if you've got an ST, this one has got to be on your Christmas list!

MATT REGAN

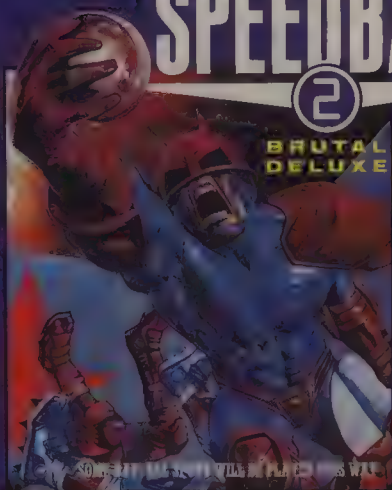
GRAPHICS	93%
SOUND	89%
VALUE	85%
PLAYABILITY	92%
OVERALL	91%



# SPEEDBALL

2

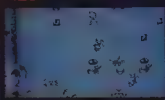
BRUTAL  
DELUXE



Tomb Raider's control menu is the best.



A speed ball of wilyball. It's not the same as a ball of wilyball.



Two identical and 11 traps stand between you and the championship. Take on the challenge.



It's a goal!



Collectors that demand of glory in style.



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►SEGA

REVIEW

C+VG  
HIT!

SEGA  
£29.99

*Paperboy ranks as one of the best arcade conversions available for the Sega, with bright, colourful graphics, great scrolling and plenty of nice, humorous touches thrown in. All the features of the arcade game are in there, even the selectable skill levels, making it a game that'll have you coming back to your Sega months after purchase. The only slight downer is the Sega's attempt at copying the arcade tunes - they sound a bit ropey to me. Sega owners aren't particularly well catered for when it comes to decent coin-op conversions, but Paperboy and Gauntlet help set the record well and truly straight.*

RICHARD  
LEADBETTER

GRAPHICS	88%
SOUND	69%
VALUE	88%
PLAYABILITY	90%

OVERALL 88%

#### UPDATE

*Paperboy's been out and about on the home computers for years now, and all 8-bit versions (apart from the C64 game) are pretty good - and available for £2.99. The 16-bit versions aren't bad either and retail for £19.99 on the Elite label*



▲ Two wheels are better than one!

# PAPERBOY

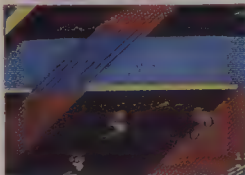
BY US GOLD

It's early morning and all around Suburbia people are waking up to another bright, sunny day. The problem is they all need to have their papers delivered to their homes (they're too lazy to actually walk to the newsagent), so do and some lucky young fellow named Ed is needed to pick up a consignment of Daily Sun newspapers and deliver them to the waking subscribers. You decide to take the job, but you're a paperboy in a hurry so you decide to clamber atop your BMX bike and scribble down the streets, throwing newspapers at subscribers' homes. Simple, yes?

A few of the locals are not impressed by such irresponsible antics and so decide to ruin your activities by setting their dogs on their remote-controlled cars on you. Break-dancers, burglars making a quick getaway and people driving Sinclair C5s also get in the way, but most of these obstacles yield to a well-

placed paper thrown at them. Similarly, your papers double up as lethal weapons when thrown at non-subscribers' homes and extra vandalism points are awarded if you break a few windows.

There's seven days of paper throwing mayhem in this Sega cart, and at the end of each day you're given the opportunity to earn a fat lucky bonus by completing a BMX high jump.



▲ Noting the end of the BMX jump course





*MicroStyle*

## THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle  
Introduce the winner, Autumn 1990.



Italy '90 Italy 1990 World Cup Soccer '90 Thanks for the memories. The world's greatest game brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch. Where the real action happens.



Tackle hard for the ball deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return. The ball swings across high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner. International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer-aided teammates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Madonna excited, and have Hullit tearing his hair out.

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MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME!**



# Z-OUT

BY RAINBOW  
ARTS

STARDATE: 21-04-122-7

+++ TRANSMISSION BEGINS.

CONGRATULATIONS ON YOUR SUCCESS IN THE "X-OUT WARS". UNFORTUNATELY, ALL CELEBRATIONS MUST BE CUT SHORT, AS LONG-RANGE SENSORS HAVE SHOWN AN ATTACK FROM THE ALIENS' HOMEWORLD OF ALPHA CENTAURI IS IMMINENT + STOP

THE HEART OF THE ALIENS' OFFENCES ARE SPLIT INTO SIX REPORTEDLY MASSIVE HORIZONTALLY SCROLLING LEVELS, EACH GUARDED BY LARGE, GENETICALLY ENGINEERED ALIEN LIFE FORMS WHICH MUST BE ANNIHILATED IN ORDER TO PROGRESS + STOP

PREVIOUS SCOUT MISSIONS HAVE PLACED EXTRA WEAPONRY, SUPPORT TRANSPORTS AND OUTBOARD SATELLITES ALONG THE ROUTE, IN AN ATTEMPT TO ENSURE SUCCESS OF YOUR MISSION + STOP

IF REQUIRED, A SECOND FIGHTER MAY ENTER THE COMBAT ZONE AT ANY TIME, PILOTED BY A COLLEAGUE, ALTHOUGH THIS IS ONLY OPTIONAL - IF YOU FEEL THIS IS UNNECESSARY, THE SECOND PILOT WILL BE CONFINED TO BASE + STOP

GOOD LUCK, AND MAY THE FORTUNE BE WITH YOU + STOP

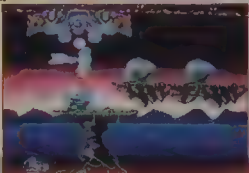
GENERAL M'K'YRA  
FEDERATION HIGH COMMAND

+++ TRANSMISSION ENDS

▼ An enemy battle cruiser joins the fray

## UPDATE

Z-Out will be soaring onto an ST just about now, and should be, to all intents and purposes, the same bar the odd colour and sound dissimilarity, and also for the value of twenty sovs (all but a penny)



AMIGA  
£19.99

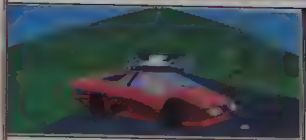
After playing this, I've come to the conclusion that this is not so much of a sequel, but just a continuation of X-Out, but of course that's no bad thing. The only problem is that there are just too many out and about, and Z-Out has nothing to really put it above the milling throng of quality Amiga shoot 'em ups. The graphics and sound are both very nice indeed, with some absolutely stunning aliens to be wiped out of existence, but the gameplay seems to be the same old thing - survive and blast. Even the much-used R-type beam weapon makes an appearance, just to wipe out those difficult end-level nasties. So not much originality, but a few blasting thrills, so anyone with love of laser would do well to check out Z-Out.

ROBERT SWAN

GRAPHICS	86%
SOUND	84%
VALUE	82%
PLAYABILITY	80%

OVERALL 83%





▲ Spot the road hog

# TEST DRIVE 3

BY ACCOLADE

Many people, especially men (or should that be boys?) dream of screaming along narrow roads in a ridiculously fast, hideously expensive car. Accolade gives those who'd be playboys a chance to pretend they own one of these exotics, as they're known, with the latest in their Test Drive series.

The road is composed of

filled vector graphics and is viewed from the driver's perspective, in other words through the windscreen. Having chosen from a Chevrolet CERV, a Lamborghini Diablo, and a Ferrari 308, the driver can select whether he or she plays from the keyboard, mouse, or joystick. Then a skill level is chosen: the first three of the



▲ Burning around the roads in your Lamborghini!

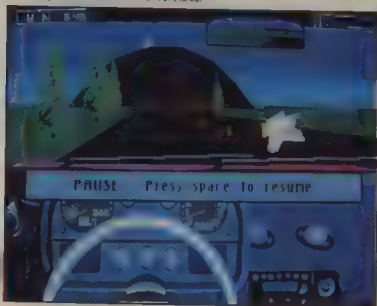
nine levels provide automatic gears, while the higher levels give a manual shift. After all, who ever heard of an automatic Lamborghini?

The driver can choose to race against computer or human opponents, or a ternative is he can race against the clock. The course is set in five stages between the Pacific Coast and Roseme National Park (just outside Cleethorpes), and numerous obstacles: police speed traps, road works, and BSM earners create hazards to be overcome. SO jump in, rev your motor, and get cruising!

## UPDATE

ST and Amiga owners should expect to see a version of Test Drive 3 on their machines within the next couple of months.

▼ A strange white item runs in front of the car



PC  
£29.99

I'm a great fan of driving games, and a wishful thinker when it comes to exotics such as those in this game. The 3D vector graphics are amazing and very highly detailed, and the various weather conditions, such as rain and snow, along with the night-driving, make this an accurate simulation in that sense. However the game falls down in a number of ways as far as I'm concerned. For a start it's too tricky - American roads just aren't that twisty (in fact they go in a straight line for hundreds of miles at a stretch sometimes). Although the number of options available adds a great deal to the longevity of the game, the program runs too slowly, even with the turbo on! There's really no feeling of speed, so the cars might as well be Skodas. If an accurate driving sim appeals to you, you may like this, otherwise it's too mediocre to be worth buying.

MATT REGAN

GRAPHICS	83%
SOUND	78%
VALUE	80%
PLAYABILITY	74%

OVERALL 76%







# REVIEW



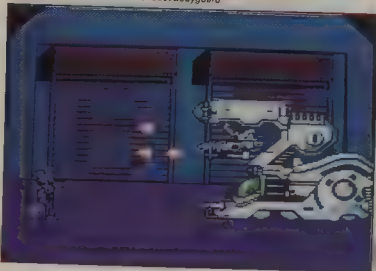
▲ All tooed up with no-one to blast?

# ESWAT

BY SEGA

**C**riminals are roaming the streets of the city, doing out their own special blend and roast of terror and destruction to any decent citizen that gets in the way. Enter one particular cop who realises that the only solution to the problem is to kick the safety catch off on the old standard issue revolver and let the punks eat lead death! Quite a lot of people agree.

▼ **Blasting away a Crime Boss's robot bodyguard**



with him, and thus the ESWAT (Enhanced Special Weapons and Tactics) team are assembled. Only these cops are equipped with state of the art exo armour and mega-death machine guns.

All the cops on the force aspire to become part of the elite ESWAT team, but in order to do so they must prove their eligibility for the job by blasting away two levels' worth of nasty crim-

inals. Then and only then are they endowed with the real tools to finish off the rest of the punks. The ESWAT armour has huge machine guns (and unlimited ammunition) and the capabilities to absorb a number of bullets before the wearer is punctured.

With five main levels (each guarded by an end-of-level crime boss), it's a good thing that extra weaponry can be bolted on to the ESWAT armour, including smart bombs, like lasers and bullet sprays.

## UPDATE

**US Gold** are the people behind the home computer versions, which are exclusively reviewed on page 16 of this very ish! The spry Megadrive version has been around for a while, but if you want to win a copy plus a Megadrive, check out the comp on page 18.

▲ **Roof-top surfing with the ESWAT Cyber Police.**



**SEGA**  
**£29.95**

When I first played *Sega ESWAT* a couple of months back I was quite impressed. The *Sega* hasn't really got many decent games of this ilk available for it and this effort seemed to fit the bill quite nicely. However, the graphics are surprisingly weak, sporting colours which give new meaning to the word 'garish', and the sound consists of awful tunes and half-baked effects. *ESWAT*'s playability is its major asset, and bringing felons to justice with the aid of massive Robocop-style armour and weaponry is good fun and addictive too. Sadly, the enjoyment is short-lived because the game is far too simple to complete, especially when it's set on the easiest skill level. What's needed are some extra levels and baddies on higher difficulty levels, that way there'd be an incentive to play the game after you've completed the easy version. *ESWAT* is a decent enough game, but I'd recommend it to less accomplished gamers, because veterans will have seen all there is to see long before they've had their £30's worth.

**RICHARD LEADBETTER**

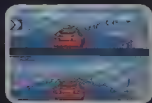
GRAPHICS	60%
SOUND	55%
VALUE	74%
PLAYABILITY	79%
<b>OVERALL</b>	<b>73%</b>





# LOTUS ESPRIT

# TURBO CHALLENGE



Screen shot from Amiga Sprint.



Approved and licensed product  
of Gremlin Graphics.

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(Mega Turtle Gift Pack)  
OR  
ATARI LYNX

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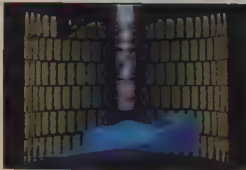
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

OCTOBER RESULTS:

CHRISTOPHER MITCHELL From KENT-AMIGA  
IAN HIGGINS From LEEDS-SOFTWARE  
STEPHEN JONES From ASHTON-UNDER-LYME-SOFTWARE

P.Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, Lincs. PE25 3NL





▲ The Trailblazer docks with home base.



▲ Fire photon torpedoes!

# LIGHT SPEED

BY MICROPROSE

Earth is dead. Multiple nuclear meltdowns coupled with ecological disaster have destroyed our once great world. What remains of the population have been jammed into massive ten mile diameter colonies in space ships. Each star system must find a suitable uninhabited world ripe for colonisation.

Enter the player who, armed only with his Trailblazer ship, cracker has set out ahead of the colony ships and find a world suitable for colonisation before the people on board each ship start dying. Of course

most of the planets in each solar system are inhabited and wars of diplomacy must be used in order to make friends with the neighbours. Some may send you off on a special mission in order to prove your friendship. Some aliens are less friendly, so expect plenty of nasty photon bombs being sent in the direction of your blaster.

Your Trailblazer has space enough to carry cargo and money can be made by selling goods on the Universal Exchange interface. These financial gains can be spent on new components to repair the damage aliens inflict on you. Alternatively, components from less impor-

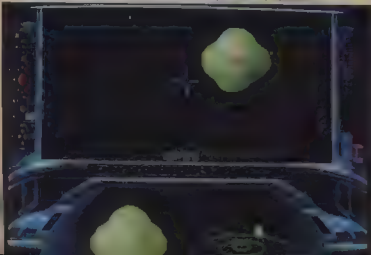
ant systems can be switched around in order to keep the more important ones functioning.

Probes are also stored on your ship and these can be sent into other star systems on a certain planet—there are any useful materials mining complexes can be dispatched. Once a planet is claimed, this way resources are instantly added to your holdings.

## UPDATE

Microprose are planning to release ST and Amiga versions of Lightspeed, but don't expect anything until next year.

▼ Your journey through Hyperspace is disturbed by an alien perpetrator



## PC

1990

Lightspeed is a very complex Elite-type game combining both strategy and arcade elements. The depth of gameplay is immense and visiting different star systems and making them suitable for colonisation is a very involving task. For example, I managed to find one alien race's secret base and formed a pact to destroy their enemies in order to make the system safe for my colonists. The varied rewards for completing secret missions also serve to make the game more compelling. Graphically, the 3D polygon graphics serve their purpose but aren't overly special and the sound is much the same. There's loads to keep you occupied in Lightspeed, with a huge amount of strategy fun to keep you busy, but it lacks the instant attraction and playability of the classic Elite. Take a peek if you fancy what you've seen here.

**RICHARD  
LEADBETTER**

GRAPHICS	80%
SOUND	73%
VALUE	87%
PLAYABILITY	81%
<b>OVERALL</b>	<b>80%</b>



# GAUNTLET

BY US GOLD

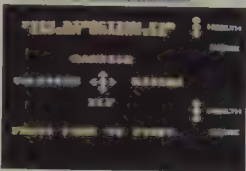
**C+VG  
HIT!**

If ever there was a game that changed the face of computer history, Gauntlet was it. With simultaneous four player action, this coin op wonder spawned a whole sackful of clones, very few of which were up to the standard of the original. It also appeared on practically every computer format imaginable several years ago, and received rave reviews all round and now it surfaces once more, this time on the Master System.

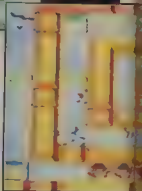
The story is this: the world is plagued by creatures of darkness, infesting 100 levels of the murkiest dungeons you could think of. Four heroes—a barbaric warrior, a statuesque Valkyr, a small but perfectly formed elf, and a wizened wizard—have steeled themselves to enter the dungeons and defeat the forces of evil. No easy task by any means, what with magical generators churning out monsters by the dozen, traps and doors to overcome, but there are keys, food and magic potions scattered around to help the brave quartet in their quest.



▲ Pick up the magic generators.



▲ Go down to the next level.



▼ Demonic meemies club the warrior senseless.



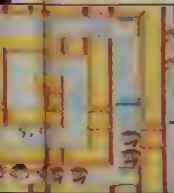


# LET

## UPDATE

US Gold produced some pretty decent Gauntlet conversions for home computers a while back, and the 8 bit versions have been selling for quite a while at budget price on the Kixx label. Mindscape's Nintendo version is already out in the States, so expect that to reach these shores soon, followed by a conversion of Gauntlet II.

The Warrior cowers in a corner



▲ Loads of treasure there for the taking



▼ A devious maze confuses the cunning



## SEGA £29.99

Having been cloned, ripped off and generally done to death, the Gauntlet formula emerges here as fresh as the first day the coin-op appeared. The bright colourful graphics and really great sound - including sampled speech, I might add - make the whole game just as playable now as it ever was. The main thing that puts this head and shoulders above practically every other Master System game available is the speed - it's got to rank as one of the fastest games around! The sprites hang around the screen with no flicker at all which goes to show what can be done if enough care and attention is taken with Sega games. If you're a fan of the genre, or just want a brilliant game for your Master System, you could do no wrong with this. More, US Gold, please!

ROBERT SWAN

GRAPHICS	93%
SOUND	89%
VALUE	91%
PLAYABILITY	93%
OVERALL	92%



# “Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Murray ACE, October 1994

By Craftgold



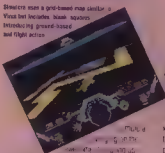
936

The 3D vector graphics system in *Microstyle* features solid ruled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely mixed. Stippling and transparency/wireframe surfaces are also employed.

The game code runs up to 252 non-player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept more or less constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

*Microstyle* uses a grid-based map system. It uses but includes tank squares introducing ground-based and flight action.



*Microstyle* is a top-down view game with the player's view of the battlefield. The player's view is centered on the battlefield, and the player's view is centered on the battlefield. The player's view is centered on the battlefield, and the player's view is centered on the battlefield.

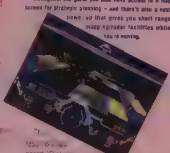


936

To add variety to an already exciting game, *Microstyle* has thrown in a wide variety of enemies. First and most common are the laser tanks that slowly creep in a complete circle until they lock onto you. Whenever they find

slightly. Various ground and air attack craft, such as jets and small tanks. Once around the hallway, they're readying only one shot to kill. Then you reach the main tanks - these can only be killed with a rocket, but when shot explode in the most satisfactory way yet, by first ejecting the fuel tank and then collapsing in on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning - and there's also a radar scope, so that gives you short range map radar facilities while you're moving.



## MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

*Microstyle* is a top-down view game where you play a tank. You have a massive computer army of tanks, which are controlled by a central computer. The tanks are controlled by a central computer, and the tanks are controlled by a central computer.

*Microstyle* is a top-down view game where you play a tank. You have a massive computer army of tanks, which are controlled by a central computer. The tanks are controlled by a central computer, and the tanks are controlled by a central computer.



Here at *Microstyle*, we can think of anything more to add to *Chris Murray* - review for October, edition of *ACE*.

## RELEASE DETAILS

All excerpts quoted by kind permission of Ace

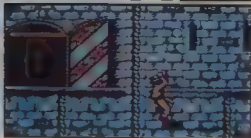


SEGA

REVIEW



▲ Indy faces up to the Nazi opposition



▲ Whip the platforms and swing across!

# INDIANA JONES & THE LAST CRUSADE

C+VG  
HIT!

BY US GOLD

No, no, no - I absolutely refuse to write a review that starts with "the man with the hat is back and he's brought his Dad!" (Lucky you didn't then - Ed) Anyway, I digress. Indiana Jones is indeed back once more, this time on the Sega Master System, and this time it's a conversion of the US Gold arcade game that appeared on computer during the summer of last year.

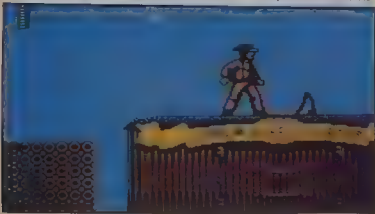
Following the plot of the film (sort of), it all begins with

Indy hunting down the Cross of Coronado in an archaeological dig. Lots of obstacles have to be overcome or avoided, including crumbling ledges, pits, stalactites and some rather nasty characters that would rather keep the Cross in their possession. After this Indy has to run along the roof of a moving circus train, avoiding animals that stick their heads out.

Next, Indy must scale the walls of Castle Brunwald, leaping from window sill to window sill, avoiding rats that will unbalance our hero and

send him falling to his doom. Once Indy is successful in breaching the walls, and finding his father, the archaeological aid not has to escape on a massive airship whilst knocking off Nazi troops!

The last level sees Indy in the Temple of the Holy Grail the holy artifact only a few paces away! But it's still not over, because the path is laden with ancient traps ready to seal our hero's fate!



▲ On top of the train, Indy watches out for rampaging rhinos!

SEGA  
£29.99

Having played this game on other machines beforehand, and after playing the Nintendo version last issue, I have to say that this isn't actually as good as the NES game for two reasons: firstly, the NES version had a whole lot more variety to offer in the game style and the way the whole thing fits together, and secondly, the Sega version will have you pulling your hair out within minutes! Why? It's too flippin' tough! Trying to get off the first level is hard enough, let alone attempting the rest of the game! The graphics and sound are both really good, with Indy leaping, punching and whipping around, and the backdrops are very fancy, indeed. Gripes aside, the game is incredibly addictive, however infuriating, and will have you stuck in front of the box for hours on end. A good game, but certainly not for novices.

ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	82%
PLAYABILITY	80%
OVERALL	85%

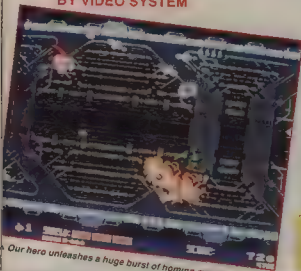




▲ Serious destructive mayhem with Rabid Lepus.

# RABID LEPUS

BY VIDEO SYSTEM



Our hero unleashes a huge burst of homing missiles.



For some strange reason lost in the timeless void that is called Space, a bunch of incredibly ruthless alien types have begun a systematic destruction of anything looking vaguely like a rabbit (?) In a fit of manic rage, ruthlessness they have tracked down the bunny capital of the cosmos and now plan to destroy it.

One rabbit who isn't particularly chuffed by the mass carnage of his race is Rabid Lepus. Cursed from youth with a particularly tragic name he decides to earn the respect of his race by saving the planet. In a desperate bid to save his kind from the jaws of annihilation he decides to grab his trusty electro-shield, mega death laser and a bag of homing missiles. For close range destructive power, he's also packed his amazing bunny boxing gloves and he can use these to rabbit punch any cocky aliens who get too close.

Rabid Lepus must fly into the enemy's horizontally scrolling territories blasting as many of the aliens as is possible. A lot of canisters can be found on the way to the end of the level and each have a different effect on our bunny saviour. Some provide him with extra rounds of homing missiles whilst others give extra energy and even a spell of invincibility!

### THANKS!

Thank you to PC Engine Supplies (0782 712759) for the loan of the Rabid Lepus cart.

### PC ENGINE £34.00

Under the vaguely amusing rabbit scenario lies a very straightforward horizontally scrolling shoot 'em up, which is fine if you're into that sort of thing. However, there's a huge avalanche of this type of game available on the Engine including the likes of R-Type, and although Rabid Lepus is good, it's nowhere near as addictive as the amazing Iron arcade conversion. The graphics are great with smooth scrolling and great sprites and the sound is okay with arcade-like tunes and effects. The gameplay, though, is very faded and the range of weaponry available to Rabid Lepus is quite limited. The attack waves hold no surprises and the end-of-level bosses are pretty uninspiring. If you're a hardcore shoot 'em up junkie in need a challenge, then Rabid Lepus is great - just don't expect anything mindbendingly original, that's all.

RICHARD  
LEADBETTER

GRAPHICS	85%
SOUND	73%
VALUE	76%
PLAYABILITY	78%
<b>OVERALL</b>	<b>79%</b>



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# REVIEW

► PC

The Cold War might be over, but terrorists, drugs cartels and naughty secret police are still causing trouble all over the place. There's only one man (or woman, this being a unisex game) who can fight this clandestine battle, and that's freelance secret agent Max Remington.

Your mission, should you choose to accept it, is to accompany Max on his/her ongoing crusade against criminals who operate above the law. There are 26 espionage masterminds to be brought to justice: all of whom have an entourage of agents, couriers, organisers and experts to aid their causes. Time is of the essence, and if a mastermind goes into hiding before he (or she) is arrested, they always return to continue their plan. In another part of the world with different allies

# COVER FACTS

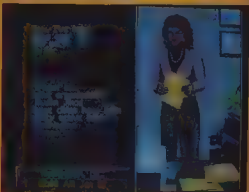
BY MICROPROSE

## MEET THE BOSS

Even though Max works outside the normal restraints of official security forces he has to answer to someone - and this guy's that someone. He's head man at the CIA, and as well as briefing Max and rating his progress, he also assigns him an assistant. That's Sam - the girl who has all the answers. Sam collates and assesses the evidence and can often point Max in the right direction when he's a bit stuck.



▲ If you can get conclusive evidence on a suspect, he'll always volunteer to become a double agent - and for that you're awarded double points!

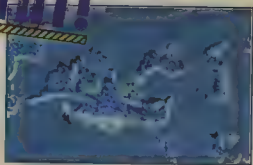




# VERT TION

**C+VG  
HIT!**

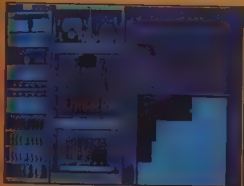
**REVIEW**



▲ These secret agents don't half get about - but the jet-lag must be murder!

## COMBAT

Suspect buildings are always swarming with guards, so when Max has to enter one to gather evidence or arrest someone he must prepare for combat. Start by tooling him up with up to five pieces of equipment shown on the left of the screen. Once inside, the view switches to an overhead graphic of the room you're currently exploring, complete with safes, sofas, computers and desks which can be opened, photographed or bugged if you're carrying the right gear. In this pic, Max has found an agent he can arrest, but he'd better watch out for the guy behind him with the gun.





# REVIEW



# COVERT ACTION



## ELECTRONIC SURVEILLANCE

This skill is essential if Max has to place a listening device on a telephone line, or a homing device like a car. A listening device in the circuit allows current through in a certain direction, or blocks it along a particular path. The idea is to selectively replace and microchip in the circuit at a time, directing the electric current away from the telephone on the right so that he can tap that line and perhaps gain a clue. Don't let any current get to the phone or else either - if they ring and alert the guards, then you'll have to bug out real quick.

## UPDATE

ST and Amiga versions are already under production, but they're unlikely to be ready before next Easter at the earliest. Still, they should be conversions well worth waiting for!

## CRYPTOGRAPHY

Otherwise known as code-breaking. Max often intercepts coded messages, and decoding them could reveal invaluable clues. Each letter in the encrypted message represents a real letter throughout the message, and on the easiest level one letter is revealed to get things started. One way to do it is to experiment, replacing all three letter encrypted words with the letters T, H, and E (simple because three letter words are most likely to be "the"), then continue from there changing others if things don't make sense.



## PC

I was a big fan of Sid Meier's last game, Railroad Tycoon, because somehow this guy always seems to be able to design games with a new and interesting approach to an unusual subject, and Covert Action is no different. The four sub-games are a very satisfying mixture of strategy, puzzle and action gameplay, and the way they've been worked into the overall investigation has been cunningly devised. The limitations of the program do show through when you've been playing a while and notice that the same faces and street names seem to crop up in different investigations, only with different names and in different towns. But I'm happy to let that pass because it doesn't significantly affect the atmosphere, which actually gives you a taste of what it's like to live on the edge. Covert Action is pricey, but if the usual array of PC flight sims and adventures don't interest you, this is one game you will play and play way past bedtime.

PAUL GLANCEY

GRAPHICS	85%
SOUND	70%
VALUE	89%
PLAYABILITY	93%
OVERALL	90%



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is the answer to all of the above a) 1969, b) 1979, c) 1989

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Nintendo Super Famicom. It makes the Megadrive look like a dolls pram!

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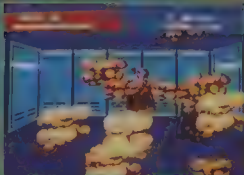
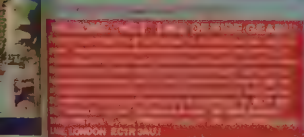
# REVIEW

# LINE OF





BY US GOLD



## AMIGA £24.99

I loved *Line of Fire* in the arcades, mainly because your trusty machine gun has an infinite supply of bullets at the ready, but I awaited this conversion with some trepidation! Not many software houses have had much luck converting Sega's technically amazing 3D coin-ops, but I'm glad to say that US Gold have succeeded where the others have failed! Although the graphics aren't quite up to the coin-op, they're still gob-smacking, with full-screen overscan and a really nice turn of speed! US Gold have also included the simultaneous two-player blasting action (though you'll probably find it helps to have an extra mouse), and this makes for a great (and much easier) game. If you're into synthesised violence on a grand scale, take a look at *Line of Fire* - it's the best game of its type by far.

**RICHARD  
WILLIAMS**

## UPDATE

*Line of Fire* should be blasting its way onto an ST, Amstrad and C64 before Christmas - we'll be checking it out in a forthcoming update.

## SPECTRUM £10.99

So much happening on screen and the pace never lets up! *Line of Fire* is a ripper conversion that should be checked out immediately!

**OVERALL 85%**

GRAPHICS	93%
SOUND	88%
VALUE	79%
PLAYABILITY	89%
<b>OVERALL</b>	<b>85%</b>



# PLAY THE INTERACTIVE TELEPHONE GAME.

## ROBOCOP™

A black and white image of the RoboCop character, showing his iconic helmet and visor. He is positioned centrally, with his head and shoulders visible. The background around him consists of stylized, jagged lines resembling lightning or sound effects.

# 0898 345678

## THINK IT OVER CREEPS!!

It's Detroit ..... the future. The cops are on strike. The future of law enforcement is in the hands of one man ... or is it one machine!

An evil new designer drug called "Nuke" is destroying the remaining fragments of civilised life. Only RoboCop stands in the way of the ruthless drug barons and this time he faces a new enemy ... the incredibly powerful RoboCop 2.

In this major new state of the art interactive telephone game, based on the smash hit movie **ROBOCOP 2**, YOU become RoboCop. Using Touch Tone (the buttons on your phone), or Voice Recognition (you speak your commands),

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you decide where RoboCop goes and what he does as he tries to track down the headquarters of Cain the Nuke King and his evil gang. You will even have an option to save the game using a personalised PIN number so that you can carry on where you left off when you call back at a later date (up to 6 months later).

You are on a patrol its night. Old Detroit is swarming with low life. Across the street you hear shouting. There's a smash of glass followed by a burst of gunfire.

The most deadly mission RoboCop has ever undertaken has begun. What happens now is up to you!

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[ Calls cost 33p per minute cheap rate and 44p per minute at all other times. If you will not be paying for the call, please check with who does.]

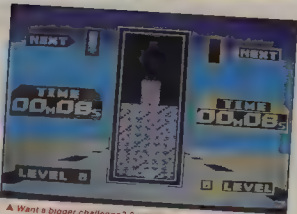


SEGA

REVIEW



▲ The background roads speeds up in time with the action!



▲ Want a bigger challenge? Switch to level 10.

# COLUMNS

## BY SEGA

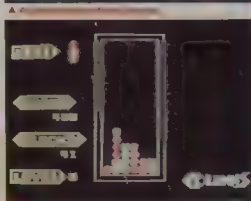
It was to say that this was a load of blocks, I'd probably get the sack (you're right, so don't - Ed) But that's essentially what Columns is all about.

One or two players (playing either head-to-head or alternately) have to shuffle around groups of three blocks which are falling into a well, a la Tetris, so that the shapes or colours on the blocks (you can change them from gems to dice to fruit) match up in lines of three or more! Easy, eh? Well, not when they start to get faster and faster, it isn't.

Once a line of three or more matching shapes is made, it vanishes allowing the blocks above it to fall down a level and perhaps form more lines. But don't let the well fill up or the game is over!

## UPDATE

Columns is already available on the Megadrive, but no-one seems to have picked up the licence to convert it to any other home machines as yet.



SEGA

£29.99

Having seen just about every sort of Tetris-like there is, I was beginning to feel that the genre was at last becoming stale. Then Columns appears, and completely throws that idea right out of the window! From first impressions, you might not think that this could possibly be in the slightest bit interesting - the graphics are certainly nothing to shout about, with the possible exception of the scrolling road background, and the sound is a hypnotic little jingle that plinks away in the background. But, as you'd expect from a game like this, the playability shines through, and makes Columns one hell of an addictive little number. If puzzle games are of any interest to you, then take a gander at this - you'll probably end up hooked!

ROBERT SWAN

GRAPHICS	71%
SOUND	82%
VALUE	88%
PLAYABILITY	89%
OVERALL	84%



# NARCO POLICE

### BY DINAMIC

You're in command of the Narco Police, a fifteen-man squad that's as hard as nails (they're that hard, they can eat a whole box of Shredded Wheat without milk or sugar!). Your mission is to infiltrate an island base off the coast of Columbia that is the stronghold of some of the biggest drug dealers in the world.

The team is divided up into three five-man squads each of which start at a separate point on the island, moving inwards towards the central control area. Viewed in a 3D environment, progress is made using the joystick to either run straight in down a corridor or to edge along the walls to avoid hordes of enemy soldiers, which lie in wait.

These are easily disposed of, however, a quick burst from either your 20mm machine gun or your double-barreled shotgun will have any adversary flying back in a spray of blood (yuck!).

Tougher adversaries - usually found behind large machine

▼ **Blasting away at drug barons in jeeps.**



gun or rocket emplacements can be taken out with one of three types of missile (single round anti-personnel, multi-round high explosive or something which has an effect akin to napalm - BOOM!).

Utilising the portable computer system (also used for changing squads, firing missiles, aborting the mission or engaging the medical kit), the island's computer network can be tapped into, pro-

viding information and letting you unlock doors without the use of heavy artillery. Take care, however, as the drug barons aren't about to give up the fight easily.

### UPDATE

Narco Police will be available on the 8 bits sometime early next year, priced at £9.99 on cassette.

▼ **A one-on-one shooting contest in Narco Police.**



**BT**

Similar to the Amiga version in most respects, although the sound is a touch weaker, and the intermission stills are missing - but that doesn't stop this from being just as enjoyable. If blasting things to blazes is your bag, take a peek.

**OVERALL 82%**

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The problem with a lot of Dynamic's previous releases lay in the difficulty - they were too biased hard by hell! Narco Police is a change of direction for the Spaniards, but just goes to show what they really can do. The 3D system is a little slow, and the sprites have the unnerving tendency to travel at snail-speed if enough of them are clogging up the screen - but the one point about this sticks out at all times - it's actually fun to play! The keyboard element of typing in codes to fire missiles and change squads adds to the gameplay, but it's a bit of a pain having to start typing codes in to activate the medical pack when you're getting the pojees shot out of you! The sound is really nice, and the sound of machine guns and missiles blasting all over the shop is effective enough to make the neighbours think you've got World War III going on in your room! Narco Police bodes well for Dinamic, and shows a lot of promise for future games utilising the 3D technique. A good game, and worth a look.

GRAPHICS	86%
SOUND	88%
VALUE	80%
PLAYABILITY	84%
<b>OVERALL</b>	<b>83%</b>



# SAM

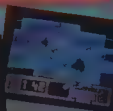
crash strikes as MGT crash lands  
No obvious sign of life in the wreckage

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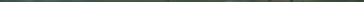
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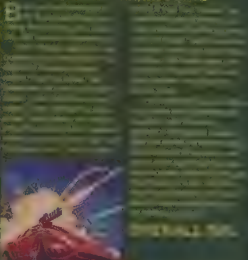


10. *Phyllanthus*

136



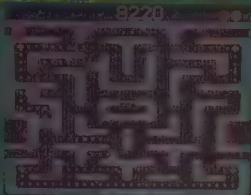
## ROAD BLASTERS





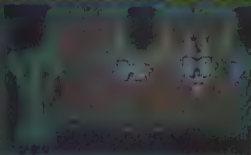
# LOWDOWN

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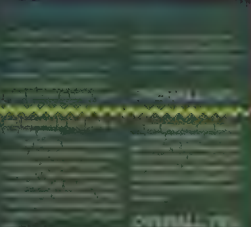
## SLIME WORLD

Slime World is a maze game where you control a character who can move in four directions. The goal is to reach the end of the maze without touching any slimes. The game is played on a grid with walls and slimes. The score is 8220.



## XENOPHOB

Xenophobe, the first Lynx game, is a maze game where you control a character who can move in four directions. The goal is to reach the end of the maze without touching any slimes. The game is played on a grid with walls and slimes. The score is 8220.



OVERALL TOTAL



WINTER

OVERALL



# ARCADE



## RACE DRIVIN'

The sequel to the massively successful *Hard Drivin'* has appeared at last, with plenty of new features to challenge even the greatest arcade racers.

On the super-filled 3D graphics are used to display the action as you race around the track, at last taking to each of the new checkpoints before your time limit expires.

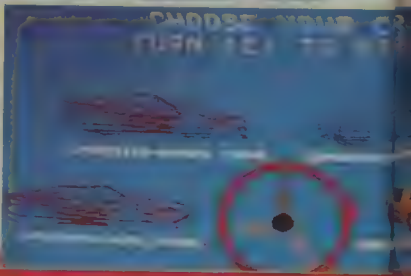
As the start of the game, there are four different cars to choose from, including three high-performance models and an amateur machine, which is the easiest to drive, but doesn't go as fast as the others. Once one of those is chosen, it's time to choose a course, either the super stunt road, an off-road track, or even the original *Hard Drivin'* track if you fancy a bit of nostalgia.

The controls are...

pretty straightforward, and gives you plenty of opportunity to practice driving techniques and stunt stunts.

The super stunt track is much better, though, with the road twisting and turning, and a lot of jumps.

And you fall for miles, a broken bridge, a super high-speed banking, a tight loop, a view and a lot of other things.





# GRADE

## ION

Race fans are bound to go nuts over this. With the winning formula of being applied to an even more challenging and varied set of courses, and with a simulated, split-screen option, this upgrade adds a new dimension to the already addictive thrill of racing. This is an incredibly addictive game which keeps you pumping the cash into the next skin.

JULIAN RIGNALL

GRAPHICS	92%
SOUND	73%
VALUE	91%
PLAYABILITY	95%
OVERALL	93%





# ARCADE



# PIT FIGHTER

If you're into those Jean-Claude Van Damme Kick Boxer films - or any film of that ilk come to think of it - you'll absolutely adore Atari's latest offering.

It's a one to three-player beat 'em up which uses massive, digitised sprites to give one of the most violent, and definitely one of the most enjoyable arcade fighting games in a long time.

The scenario is straightforward enough. Pick one of three characters (a martial arts expert, a kick boxer or a mean 'n' moxy wrestler), enter the fighting pit, which is surrounded by cheering spectators and fight a variety of aggressive opponents, ranging from street thugs to bikers.

Put simply, it's a brawl where anything goes. Pick up anything you can lay your hands on and throw it at your opponent, or just lay into him (or her, for

there's a rather pervy-looking leather woman who you fight on level three) with a variety of kicks and punches. The object is to wear down his/her energy bar before he/she does the same to you.

Successful fighting is rewarded with cash prizes, and there's a brutality bonus for particularly mer-

ciless combatants. Get far enough into the game and you get to fight the champion, who's really difficult to beat.

Pit Fighter is a thoroughly enjoyable beat 'em up which really packs a punch. Grab a load of coins and play it at the first opportunity!

JULIAN RIGNALL

GRAPHICS	91%
SOUND	90%
VALUE	89%
PLAYABILITY	91%
<b>OVERALL</b>	<b>90%</b>





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1 819 710 David McCartney, Falkirk, Scotland  
**GALAGA 88**

**Yo! Welcome to the Official UK Arcade high-scores table, the def, happenin' place to send your highscores to. Reckon you've got the mettle (and the scores) to earn the rank of arcade champion? Well then, log your highscores on the back of a postcard, or failing that a sealed down envelope and send them off to ARCADE HIGHScores, C+VG, Priory Court, 30-32 Farrington Lane, LONDON, EC1R 3AU.**

1 678 070 Chris Ford (CAF), Lancs, W Sussex  
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2,850,440 Robert Swan (ROB), C+VG  
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189,680 Jeff Purnell (JEF), Clevedon, Avon  
**GEMINI WINGS**  
1 100,000 Martin Deem, Portsmouth  
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7,554 700 Simon Lennok, N Ireland  
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1,115 800 Michael Campbell, Croydon, Surrey  
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295 0 Scott M Irvine, Scotland  
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174,600 Colin McWhirter, Ballymena, N Ireland  
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238 100 TOD Ballymena, Antrim  
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997 380 Michael Campbell, Croydon, Surrey  
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2 891 340 Jeff Purnell (JEF), Clevedon, Avon  
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1,081,000 Colin McWhirter, Ballymena, N Ireland  
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12 680 David McCulloch, Sheffield  
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49 347 200 Wastley Murray (WES), Croydon, Surrey  
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2,216,000 Fraz Rawat, Manchester  
**VIGILANTE**  
102 420 Michael Azzopardi (MIK), London  
**VINDICATORS**  
1,457,400 Hwa Li Lam (DRY), Leicester  
**VIOLENCE FIGHT**  
14 105,260 Colin Chung (COL), Brighton, London  
**VULCAN VENTURE**  
1,057 200 Keith Bradley (EGR), Kent  
**WARDNER**  
9,999,990 Michael Campbell, Croydon, Surrey  
**WORLD BOY III**  
748 120 Panayiotis Kollas, Greece  
**WONDER CUP SOCCER**  
VS BRAZIL 3-0 Gavin Miller Quadring, Leics  
VS ITALY 2-1 Ryan Humphries, Dursley, Wiltshire  
VS ARGENTINA 2-0 Ryan Humphries, Dursley, Wiltshire  
VS FRANCE 1-2 Ryan Humphries, Dursley, Wiltshire  
**WILLOW**  
1 635,000 Colin McWhirter, Ballymena, N Ireland  
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WOULD LIKE TO WISH ALL OUR CUSTOMERS, OLD & NEW, A MERRY CHRISTMAS AND A HAPPY NEW YEAR!

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# XMAS

Have you been reading your copies of C+VG thoroughly, ever ready to pick up every last bit of trivia essential to your continued existence as a games junkie? Or are you a bit of a thickie, who only reads the mag "for the reviews"? Now, thanks to a set of extremely cunning questions thought up by the C+VG brainboxes (in collaboration with government scientists) you can find out just how much you know about games... if anything...

Gamesters who know their Flying Sharks from their Forgotten Worlds should have no problem with the next set of questions, but be warned! Because the last set of questions were so flippin' easy, we've thrown a few "toughies" in there for good measure! Nasty, aren't we? To cap it all off, this lot isn't in the "multiple guess" format, either! Hat Three points for a correct answer - ever-lasting shame if you get the question wrong!

1. How many Bond games have Domark released and how many have received over 90%?
2. Which brilliant Sega road racer are US Gold hoping to release this Easter?
3. What was the last game from Millennium we reviewed and what overall mark did C+VG award it? HINT: Check out question one for little clue!
4. What is the name of the hero in Shinobi, Revenge of Shinobi and Shadow Dancer?
5. Which amazing 16-bit conversion of a classic C64 shoot 'em up made the front cover of the August issue of C+VG?
6. What machine did Electronic Arts' Indianapolis 500 make its debut on last year?
7. Toshiba and Sony have both released microcomputers on the British market. True or false?
8. Name FTL's follow-up to Dungeon Master (which still isn't out on the Amiga!).
9. What is Ocean's follow-up to Chase HQ called?
10. Which Ocean beat 'em up topped the charts during the summer?

## SECTION THREE - THE "BLINKIN' FLIP! HOW DIFFICULT?" ROUND.

It's in this round that we really separate the men from the pigeons! Award yourself five points for a correct answer, and take one point away if you get it completely wrong. Regular readers of C+VG, with brains the size of Jupiter (isn't that all of you?), should have no real problem in getting the majority of these right. So let's go, and good luck!

1. In which year was the original C64 version of Paradroid released?
2. What was the first coin-op licence Ocean ever bought?

3. Which arcade company brought out games like Tapper and Spy Hunter in the early eighties?
4. When the Atari VCS was first launched in 1979, which cartridge was given away free with the console?
5. In which game did Mario first make an appearance and how many different screens were in the game?
6. How many games have the Bitmap Brothers programmed?
7. Who were the first company to sell games for £1.99?
8. Name a Sega arcade machine whose title begins with a 'Z'.
9. How many different versions of the Spectrum have been released (not including the Sam Coupe)?
10. How many Spider-Man games have there been in the last ten years?

## SECTION ONE - THE BRAIN-DEAD ROUND

Just to get the old brain cells ready for action, a warm-up set of very easy questions that even evolving amoeba on Pluto would be able to answer correctly. Award yourself one mark for a correct answer and a smack in the chops if you get it wrong. Can't say fairer than that, eh?

1. What major Imageworks licence scoops a C+VG HIT! in this very issue and features green, scaly, martial artists?
  - a. Teenage Mutant Hero Turtles,
  - b. Radioactive C+VG Reviewers of Terror,
  - c. Bagpuss vs Mr Benn - The Final Confrontation.
2. What's the name of the super-amazing new console from Nintendo?
  - a. The Megadrive,
  - b. The Tetra,
  - c. the Super Famcom
3. What new release from Ocean is the follow-up to one of its biggest selling games of all-time?
  - a. Robocop 2,
  - b. Total Recall,
  - c. Super Space Invaders Deluxe
4. Which of these portable consoles has a monochrome screen?
  - a. The Nintendo Gameboy,
  - b. The Sega Game Gear,
  - c. The NEC Turbo Express.



# S QUIZ



5. Which of these games is the follow-up to Populous?

- a. Flood,
  - b. PowerMonger,
  - c. Professional Powerboat Simulator.
6. Which software house produced the "interesting" budget effort, MiG-29 Soviet Fighter?
- a. System 3,
  - b. Codemasters,
  - c. Lucasfilm.

7. What's the name of Activision's latest from coin-op conversion?

- a. Dragon Breath,
- b. Dragon Ninja,
- c. Dragon Breed

8. Which of these Marvel superheroes has NOT starred in his own computer game?

- a. Spider-Man,
- b. The Punisher,
- c. The Silver Surfer

9. Which of these games is follow-up to the superb Future Wars by Delphine?

- a. Operation Wolf,
- b. Operation "Surgical excitement from MB games",
- c. Operation Stealth.

10. Which of these exotic cars was licensed by Gremlin and turned into an amazing split-screen 3D racing game?

- a. The Lotus Turbo Esprit SE,
- b. The Skoda 103L Rapide,
- c. The Ford Capri

## SECTION TWO - THE "NOT QUITE SO EASY" ROUND

(as the actress said to the bishop)

66-75. You're a bit of a brainbox or a bit of a cheater. Guessing scores of the level are met with much respect and admiration (sort of).

76-94. Critique hell! Do you know your games or what? Well done! But remember - computer games aren't everything! There's a whole world (literally) swimming with adventure and excitement out there, and it's not necessarily on your computer screen!

95: An exceptional score that shows that when it comes to computer games, you certainly know your stuff. Unfortunately, everyone hates a smart ass (or a liar) and that definitely goes for you too.

95+ Obviously your brain cell cannot cope too well with simple addition, let alone the probing and exciting questions of this questionnaire. Look yourself in a mirror and eat the key - for the benefit of modern civilization.

Believe it or not! You'd have to be a real Neighbourhood (or something equally brain-dead) to do this badly. Our advice is to watch the show just once a day (if you're a hope less addict) and spend the rest of the time reading and re-reading C+VG - you know it makes sense.

1-10. My word! Well, the eyes may be open and the tongue may be capable of some kind of speech, but it seems pretty clear that you're a drooling vegetable, barely aware of the outside world and the cosmic significance of computer games.

11-20. A commendable performance. Our advice is to donate what remains of your brain to medical science, so perhaps we can stop any more individuals suffering from your particular mental disorder.

21-30. A pathetic effort. Do you actually read C+VG or do you just look at the pretty pictures? Must do better, or else.

31-40. A tepid attempt at answering a relatively straightforward set of questions. The technical term for people like you is "a bit of a thickie".

41-50. A pretty credible attempt at the questionnaire, and continued purchase of C+VG should help bump that 45 up to a 55.

51-65. A damn fine effort at answering the questions and shows that you really know your gamesplaying. Keep it up!

## HOW WELL DID YOU DO?

**SECTION THREE**

1. 1985. 2. Hunchback. 3. Bally Midway. 4. Combat. 5. Donkey Kong. 6. Four. 7. The Assembly Line. 8. Actually programmed Xeon 217. Mastertronic. 9. ZX Spectrum. 10. 15K and 48K Spectrums, Spectrum + the 128K and the Plus 2 and 3.

Five (a VCS game, a Scott Adams adventure, Entertain-ment International's Dr Doom's Revenge, Gamera by Spider-Man and El again with their new Spider game. A Megadrive game should be appearing next year!)

**SECTION TWO**

1. Five. 2. Super Monaco GP 3. James Pond, 90% 4. Joe Muscatelli. 5. Paradox 90. 6. PC 7. True - remember the MSX? 8. Chase Strikes Back. 9. SCI - Special Criminal Investigation. 10. Shadow Warriors.

**SECTION ONE**

1. a. 2. c. 3. a. 4. a. 5. b. 6. b. 7. c. 8. c. 9. c. 10. a.

Checking out how well you did on our little quiz by matching up your efforts to the answers listed here. No cheating, mind!

## THE ANSWERS







# THE GOLDEN JOYSTICK AWARDS 1990!

**VOTE FOR YOUR FAVES OF LAST YEAR, AND YOU TOO COULD WIN!**

Sound the fanfares, hang out the flags, it's that time of year once more, folks, when we give you, our readers, the chance to vote for your fave raves of 1990!

And we're making it worth your while, too because the first voting form pulled out of the sack at the end of January will earn its sender £100 worth of software for his or her machine! Yikes!

Anyway, put on your thinking trousers, and take a look at the voting form below. Fill in your nominations in the spaces provided, and when the form's complete, send it to: GOLDEN JOYSTICKS 1990, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Please make sure your entry is in by January 30th, as that's when we'll be turfling through all the entries so that we can organise the event itself in April. Watch out for a full report, with the results, in an upcoming issue!

BEST GRAPHICS (8 BIT)

BEST GRAPHICS (16 BIT)

BEST SOUNDTRACK (8 BIT)

BEST SOUNDTRACK (16 BIT)

BEST SIMULATION (8 BIT)

BEST SIMULATION (16 BIT)

BEST COIN-OP CONVERSION (8 BIT)

BEST COIN-OP CONVERSION (16 BIT)

BEST CONSOLE GAME

BEST PC GAME

GAME OF THE YEAR (8 BIT)

GAME OF THE YEAR (16 BIT)

HARDWARE MANUFACTURER OF THE YEAR

SOFTWARE HOUSE OF THE YEAR

FAVOURITE AD OF THE YEAR

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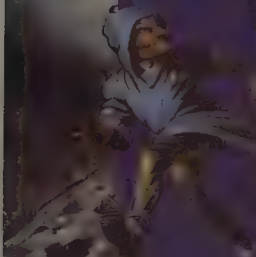
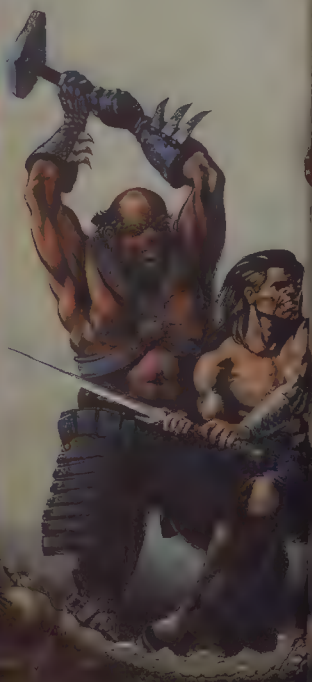
MY COMPUTER IS A:





Amiga

Amstrad CPC





500

[illegible]

**GAMES**  
**SEGA**



# COMPO RESULTS

Hey, hey, hey! Did you enter one of the hyper-powered compos in the November issue of C+VG? If you did, then cast your beady eyes over the following lists of winners - you may well be in there!

## COMPUTER SHOPPERAMA COMPO

Phew, this must be one of the most of the biggest comps we've run in ages - the response was absolutely enormous! Anyway, the lucky devil who gets to hare around the Wembley Conference Centre grabbing freebies by the sackload is LEE COLIN INGRAM of BARN-SLEY, 5 YORKS. Congratulations. Lee! The three runners-up who each get a pair of free tickets for the show are MARTIN D'SOUEA of NEWPORT PAGNELL, CHARLIE HAMBRIDGE of SWINDON and JONATHAN WRIGHT of PORTISHEAD. Well done, all of you!

## NOVEMBER HOTLINES

### WIN A MEGADRIVE

It's amazing how many people out there want one of these console wonders, but that guy STEVE TOWNSEND from RAINHAM, ESSEX walks away with that sleek, black beast! Congrats, and have fun!

### WIN A GAMEBOY

Hand-held frolics were up for grabs yet again (no, Andrea, you can't enter!), but TIM CHUNG of DOVER is the happy chappie who'll suffer no more travel boredom!

### WIN A PC ENGINE

Arcade action in a box is winging its merry way to A CHURCHILL of LEICESTER, who grabbed the glory by getting our questions dead right! Well done, Al!

### WIN A LYNX

It's colour, it's portable, it's a bundle of leifs, and SARAH DALEY of NORTHAMPTON is the gal who's strolling off with a brand new Atari Lynx in her pocket! Have fun, Sarah!

## OOOPS....

Remember the Flood compo in issue 165? Well, due to a bit of a cock-up, the list of winners got lost in the post between Chateau C+VG and Electronic Arts HQ. We know who the winners are, but not where they are. So, if you were announced as a winner, please write in to us at the usual address, marking the envelope "WHO SCREWED UP? FLOOD COMPO", we'll get your prizes to you as soon as possible.

# THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjunction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whisked over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though. When you're dealing with the likes of Julian Rignall, Paul Glancey, Rob Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!

NAME: .....

ADDRESS: .....

TELEPHONE NO. ....

JUST TO PROVE HOW BRILLIANT I AM, HERE ARE SOME OF MY ACHIEVEMENTS:

GAME: ..... HIGH SCORE: .....

GAME: ..... HIGH SCORE: .....

GAME: ..... HIGH SCORE: .....



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# PREVIEW

## SUPER MONACO GP US GOLD

It streaked through arcades across the globe wowing any gamer who dared play it. The latest in Sega's long line of mega 3D driving games took the player to the street circuit of Monaco - the scene of the greatest video formula one race of all time! US Gold have enlisted Probe software (the guys behind the acclaimed Turbo OutRun and SCI conversions) to come up with the goods, and by the looks of it, they've done wonders!

The game puts you behind the wheel of one of three formula one racers. The beginners' motor has an automatic gearbox and is quite easy to handle - but isn't the fastest car on the circuit. The four speed gearbox machine is the next progression and whizz faster, it's a bit more difficult to control! The seven speed gearbox is only recommended to arcade Nigel Mansella who can take every one of Monaco's twists and turns with ease.

Then it's on to the qualifying race, where you race across a section of the Monaco track aiming to get as high a position as possible on the starting grid. During the actual three lap race there are no time limits - you just need to stay among the front runners in order to stay in the race. If you do well then it's off to a second race, where rain beats down on the Monaco circuit making the car even more difficult to control! The Megadrive version went down well with the C+VG crew because of the extra circuits they crammed into the cart, along with a whole season's worth of racing. You could even drive a better car by challenging a superior team's driver and beating him during the season. US Gold even have plans to add this into their home conversions!

We've had a butcher's at Amiga, ST, C64 and Amstrad versions of the game and to say that we were impressed is something of an understatement! The 16-bit versions look amazing with a speedy car and fast, smooth graphics. All of the brilliant presentation screens of the coin-op have been included, and Probe's artists have actually improved on them! 8-bit systems aren't being left out either. The C64 version we had a look at was simply amazing with a very nippy turn of speed and the Amstrad version also holds a lot of promise. Check out the multi-format preview shots dotted around the page!

We're going to be reviewing the finished game exclusively in our March issue, so stay with C+VG for the first word on the hottest games!

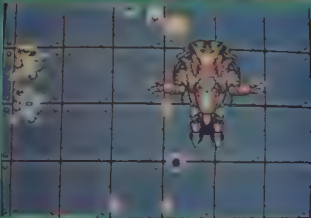
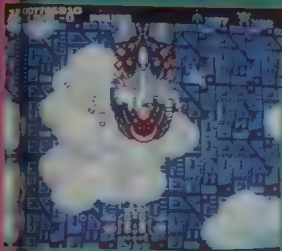
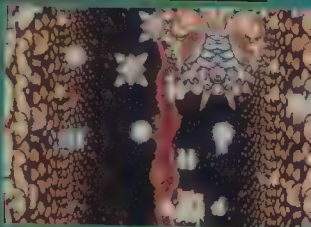
**RELEASE: SPECTRUM, C64, AMSTRAD, ST, AMIGA, EASTER**

**PRICE: 8 BITS £10.99, ST £19.99, AMIGA £24.99**





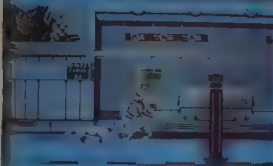
# PREVIEW











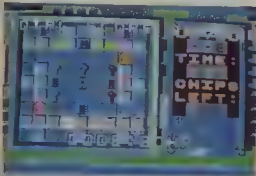
## CHIP'S CHALLENGE

US GOLD

Having first made its appearance on the Atari Lynx, US Gold snapped up the rights to bring this arcade puzzler across to both 8 and 16 bit formats! The game play is remarkably simple. A number of chips have been placed around a four way scrolling maze and you have to guide your little character around picking up all the chips and then making an escape. The problem is that the maze is full of obstacles including ice, locked doors and water. Luckily there's plenty of keys to open the doors and bridges that can be pushed over the water. We've already had a peak at seventeen levels of the game on the Amiga and we were rather impressed. Keep your peepers at the ready, because C+VG are going to be reviewing Chips Challenge next month!

RELEASE: ST, AMIGA, SPECTRUM, AMSTRAD, C64, DECEMBER

PRICE: AMIGA PC £24.99, ST £19.99, 8 BITS £10.99 CASS





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## DUCK TALES DISNEYSOFT

Disneysoft are just putting the finishing touches to their first arcade strategy game, Duck Tales. Featuring the plucky pinching Scrooge McDuck and his lovely nephews Huey, Dewey and Louie, the aim is simple. Scrooge is on the lookout for yet more wonga to add to his collection and decides to nip abroad the world picking up money at the same time. With plenty of different game styles and gorgeous graphics, Duck Tales should be something of a hit. But saw a pre production copy during a recent trip to Paris and his only gripe was a slight lack of speed. Strangely this should be rectified by the time Duck Tales is released in the New Year.

**RELEASE:** AMIGA, JANUARY, OTHER FORMATS TO FOLLOW

**PRICE:** TBA



## MICKEY MOUSE SEGA

Disney's evergreen cartoon character is soon to hit the Megadrive - and that's official. According to our sources, the Mickey Mouse game promises to be a very colourful, very addictive, cutesy type platform game. From what we've seen it promises to be a great left and should be available next month. Check out the full review in a forthcoming issue of C+VG.

**RELEASE:** MEGA-DRIVE, DECEMBER  
**PRICE:** IMPORT ONLY



## TEENAGE MUTANT NINJA TURTLES NINTENDO

Arrghhhh! No! No! No! Not more Turtles! Oh well if you were part of the thronging masses who were pretty annoyed to discover that the NES Turtles game wasn't a conversion of the brilliant arcade machine, then take heart. We've just got word that the fabbo beat 'em up coin op is being reprogrammed for the NES and if you don't believe us, then check out these screen shots! The conversion promises to be a faithful copy of the coin op with all of the enemies and levels present. However, it is absolutely ages before the finished game appears on British soil - it hasn't even been released in Japan yet!

**RELEASE:** NINTENDO, TBA.  
**PRICE:** TBA



## MIG-29

### DISNEY

Not to be confused with the awful Codemasters budget game, Domark's Mig game is a accurate 3D sim based on the hottest Soviet fighter in service today. Domark have managed to get hold of information from TASS (the Soviet news agency) in order to come up with one of the most realistic sims to date. Featuring five fun-filled missions, super fast 3D graphics, and a stirring soundtrack from ace maestro Matt Furniss, Mig-29 is shaping up quite nicely and should be hitting the streets in the New Year. If the price tag seems a tad excessive then have no fear, because included in the package is a brilliant Mig book - with all the info on the Soviet wonder and a colossal great manual as well!

**RELEASE:** ST, AMIGA, PC, JANUARY  
**PRICE:** ST, AMIGA, £34.99, PC £39.99





# ARE YOU MAN ENOUGH?

IBM version



Amstrad 51 version



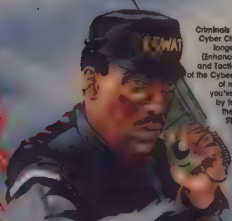
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